VISIT…

Dungeons & Dragons® Supplement

Races of the Dragon™

Gwendolyn F.M. Kestrel
Jennifer Clarke Wilkes Kolja Raven Liquette

C R E D I T S

DESIGNERS
Gwendolyn F.M. Kestrel, Jennifer Clarke Wilkes, Kolja Raven Liquette

DEVELOPMENT TEAM
Bruce R. Cordell, Andy Collins, Rob Watkins

EDITORS
Michelle Lyons, Chris Sims

EDITING MANAGER
Kim Mohan

DESIGN MANAGER
Christopher Perkins

DEVELOPMENT MANAGER
Jesse Decker

DIRECTOR OF RPG R&D
Bill Slavicsek

PRODUCTION MANAGERS
Josh Fischer, Randall Crews

SENIOR ART DIRECTOR RPG R&D
Stacy Longstreet

ART DIRECTORS
Karin Jaques, Stacy Longstreet

COVER ARTIST
Steve Prescott

INTERIOR ARTISTS
Steven Belledin, Ed Cox, Daarken, Wayne England, Emily Fiegenschuh, Carl Frank, Dan Frazier, Brian Hagan, Ralph Horsley, Chris Malidore, Jim Nelson, Eric Polak

CARTOGRAPHER
Mike Schley

GRAPHIC DESIGNER
Dee Barnett

GRAPHIC PRODUCTION SPECIALIST
Erin Dorries

IMAGE TECHNICIAN
Christina Wiley

Playtesters: Kraig Horigan, Jason H. Haley, Richard Hughes, Richard Stephenson.

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Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Hasbro UK Ltd
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
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Introduction

"I believe in miracles. After all, the majesty and grandeur of the dragon imbues my blood with magic. Touch my skin, feel the pattern of my scales. Look into my eyes. Feel the magic of my being. Know that I am dragonblood."

—Benesvelk ux Thurirl tibur Elizar, dragonborn

Few creatures excite the imagination as much as dragons. These awesome beings are the ultimate adversaries and allies, found throughout myths from around the world and holding a legendary place in our hearts. For many, the appearance of a dragon is the highlight of a campaign, meaning that the player characters have finally mastered their skills.

Despite our enjoyment at encountering dragons in our games, however, playing one is not an option in most campaigns due to the majesty, wealth, and power that a dragon commands. For those who want to experience draconic splendor firsthand—to have a chance to play with and direct the power of the dragon ourselves—opportunities have been few and far between. Many of us are still wishing we could play a dragon somehow—to be of a race of the dragon. This book is for us.

Races of the Dragon is a supplement for the DUNGEONS & DRAGONS® roleplaying game. It is primarily a player resource focusing on new options and expanded rules for D&D players who want to play draconic races. It features two new races, the dragonborn and the spellscale, as well as detailing familiar dragonkind creatures such as kobolds, half-dragons, and creatures with the draconic template. Much of the book is devoted to new options for players and their characters—prestige classes, feats, racial substitution levels, spells, psionic powers, and equipment.

Races of the Dragon also includes a number of adventure sites and sample NPCs that Dungeon Masters can use as a resource for encounters and adventures featuring members of the dragonblooded races.

WHAT IS A RACE OF THE DRAGON?

Dragons have been living and breeding for eons. Sorcerers of any humanoid race carry a trace of this draconic ancestry. Is every sorcerer a member of a race of the dragon? No—although the blood of the dragon may be in all of them, it is dilute and latent in the vast majority. Other races such as lizardfolk and troglodytes likewise may have had touches of dragon blood in their past, but they no longer have strong links to any dragon ancestry. That link is necessary for one to claim descent from draconic ancestry. Being a member of dragonblood race goes much deeper than merely speaking Draconic or having scales. Races of the dragon are those with strong ties to their dragon progenitors. They look, feel, and often behave in ways that reflect their mighty draconic heritage.

The sidebar at the bottom of this page goes into detail about how dragons and those related to dragons are classified in the game.

WHAT YOU NEED TO PLAY

Races of the Dragon makes use of the information in the three D&D core rulebooks—*Player's Handbook, Dungeon Master's Guide,* and *Monster Manual.* In addition, it contains references to creature descriptions and other material from several supplements, including *Draconomicon, Monster Manual II, Monster Manual III, Fiend Folio, Monstrous Compendium: Monsters of Faerûn, Oriental Adventures, Epic Level Handbook,* and *Sandstorm.*

Although possession of any or all of these supplements will enhance your enjoyment of *Races of the Dragon,* they are not strictly necessary; in fact, in many cases all the details you need to make use of a particular creature or rule from another source are provided in this book.

THE DRAGONKIND RACES

Just as *City of the Spider Queen* expanded and enumerated the various spiderkind races, *Races of the Dragon* defines several existing races as dragonkind and adds some new ones. (Some of the stranger creatures, such as the ravid and the spellweaver, work very well as spawn of Tiamat—mortal enemies of the dragonborn who serve Bahamut.) The dragonkind races detailed in various D&D books (some of them appearing in more than one source) are as follows.

Races of the Dragon: Dragonborn, spellscale, kobold, draconic creatures, half-dragons.

Draconomicon: Dragonkin, dragonnel, elemental drakes, faerie dragon, fang dragon, spiked felldrake, landwyrms, planar dragons, shadow dragon, storm drake, draconic creatures, half-dragons.

Fiend Folio: Sea drake, sunwyrm.

Monster Manual: True dragons, behir, dragon turtle, kobold, pseudodragon, ravid, wyvern.

Monster Manual II: Gem dragons, felldrakes, frost salamander, hellfire wyrm, linnorms, spellweaver.

Monster Manual III: Ambush drake, dracotaur, dragon eel, rage drake, ssvaklor.

DRAGONBLOOD SUBTYPE

If a race possesses the dragonblood subtype, it has a strong affinity to dragons—which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons.

The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence.

Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.

DRAGON-DESCENDED RACES

This term refers to a narrower category of dragonkind races. Dragon-descended races are those that use either the half-dragon or draconic creature templates.

Illus. by R. Horsley

"Gods play chess with living pieces.
While they win or lose, we mortals bleed and die."
—Anonymous

Gods wage war through mortal pawns, and draconic deities are no different. Tiamat creates all sorts of dragonlike beings to manifest her power in the world, breeding warped creatures from her eggs. These evil entities act as the Chromatic Dragon's agents. Of the other draconic gods, only Bahamut stands between Tiamat and her evil goals. The conflict between them has raged for centuries. Those who know of this conflict refer to it as the Dragonfall War.

The Platinum Dragon foreswore breeding creatures to oppose Tiamat's spawn, instead accepting humanoid volunteers to his righteous cause. He only takes those truly dedicated to supporting his ideals and working against vile draconic creatures. A potential recruit's past actions matter little; all that counts is present and future devotion to opposing Tiamat and her spawn. Some wrongdoers have found redemption and purpose in becoming Bahamut's servants.

Those willing to give themselves into Bahamut's care and act as his emissaries in the mortal realms become his daughters and sons. Such humanoids give up all their former racial identity and are born anew. They become dragonborn.

Dragonborn are powerful, majestic creatures that resemble their adoptive father. They fight ceaselessly against the spawn of Tiamat, gaining allies in the Dragonfall War along the way. Dragonborn are great leaders with clear purpose. They are often the motivating nexus of an adventuring party.

A DAY IN THE LIFE

Vythjhank ux Maekrix tibur Gunnloda Holderhek stirred from sleep at the calling of her name.

"Vyth? Time for your watch."

Vyth opened her eyes and blinked in the light from the banked campfire. Despite the drowsiness still in her eyes, she was able to see well—much better in this dim illumination than she ever had been able to as a dwarf.

"Thanks, Charmaine. Help me with my armor?"

Charmaine yawned broadly several times while helping Vyth buckle on her full plate. At last, with the final piece in place, the halfling crawled into Vyth's still-warm bedroll to get a few more hours of sleep before dawn.

Vyth pulled on a fine wool tabard over her armor. She had bought it recently in an elf community, where the tailor had embroidered a small symbol of Bahamut on it with silver thread.

Vyth leads her team of adventurers against a wyvern

Walking the perimeter of the camp, Vyth was alert for threats. The camp was not as secure as she would have liked—no trench and no wall, just a few small traps Charmaine had rigged at dusk. But the stopover here was only for one night.

Vyth looked about the camp at her companions, these folk she had recruited to her cause.

Her gaze lingered on Charmaine with affection. The little one (as Vyth always called her friend) repeatedly proved herself a wonderful scout and a deadly blade against the spawn of Tiamat. Charmaine had heard Bahamut's call, but while rallying to his righteous banner, she had declined to become a dragonborn. She valued the litheness of her halfling form and didn't want to give up the abilities that made her such a lethal dragon foe. Vyth respected the halfling's choice but occasionally teased her by calling her "near-sister."

A tall human slept soundly nearby, a medallion of silver at his neck shaped like a fist clutching a bolt of lightning. He was a human worshiper of Heironeous named Claudius Repriquel. Vyth didn't know him very well—they had never engaged an enemy together before. He seemed a fine, conscientious fellow. His devotion to his deity and the foundation of good was clear in all his actions.

The last member of the party worried Vyth. Even though she had traveled for several days with Sjach, the spellscale sorcerer, she still didn't know him. Sjach was wildly unpredictable. He often found new and innovative ways to use his sorcery, but those innovations often came as a complete surprise to his companions. Indisputably talented, he had a winning personality that served to keep up morale. Vyth wished she trusted him more.

The remainder of the night passed uneventfully. At dawn, Vyth stood guard while Claudius prayed and Sjach meditated. This day would have need for their magical abilities.

After his meditation, Sjach asked, "Did I tell you about the time I bought a dire weasel mount from a kobold merchant?"

"Uh, no, but we need to set out. Time for stories on the trail," Vyth replied, turning away. She was eager to get moving.

Sjach shrugged and proceeded to entertain Charmaine with the tale. Vyth shook her head. At least he packed while he jabbered.

At last, her companions indicated they were ready to proceed on the journey. In a few hours, they would be in the area where Vyth believed the wyverns they sought laired.

The going was slow, the terrain rough. Barely an hour after they started, Charmaine pointed. A shape, serpentine and dark, flew across the sun. It wheeled in the sky and turned toward the travelers, growing closer with each second.

As Vyth had taught them to do against spawn without breath weapons, the companions gathered in a tight cluster. Claudius called upon Heironeous to strengthen Vyth. Sjach rubbed his leather belt and muttered an incantation. Both Charmaine and Vyth steeled themselves to meet the coming attack.

The wyvern closed. As it dove toward them, Claudius clutched his medallion and called out, "We adherents to the 314th Analect of Courage in the Face of Death call on your blessing, mighty Lord of Valor!"

At the same moment, Sjach threw up his hands, ending the casting of a spell and sending a buzz through Vyth's nerves. The world seemed to slow down.

With a throaty growl and the flapping of great, leathery wings, the wyvern was upon them. As the creature swooped down to snatch up Claudius, Vyth attacked. A mighty blow from her warhammer smashed down upon its grasping claw. Charmaine sprang forward to fling a tanglefoot bag, coating the dragon's wings with the bag's sticky contents.

Brought to ground and wild with pain, the enraged wyvern lashed out, catching Sjach with its stinging tail. Blood, dark and viscous with poison, trickled from the wound.

Claudius stepped up behind the spellscale as he prayed that the poison would slow within Sjach's veins. "Get behind me," he urged the injured sorcerer.

"This'll be better," Sjach rasped. He intoned words of power and folded his arms. Suddenly, five exact duplicates of the spellscale appeared.

Vyth drifted to the left, diverting the wyvern's attention from her companions with swings of her hammer. Two strikes landed, but only the solid blow to its chest drew the wyvern around to focus on her.

As the dragon maneuvered to attack Vyth, Charmaine struck true with her little sword. Thick blood flowed from under the wyvern's wing.

Surrounded by so many seemingly dangerous foes, the wyvern spread out its attacks. Vyth recoiled from the shock of the blow as its jaws slammed into her, bruising her badly and puncturing her breastplate in several places. Its talons and wings scrabbled at the many images of Sjach, causing three of them to disappear, but leaving Sjach no further injured. The wyvern's poisonous sting deflected harmlessly off Claudius's heavy shield.

Claudius swung his morningstar, driving it into the wyvern's side. The creature roared and whirled.

Sjach crushed a little ovoid onto the tip of a dart he held, pointing with his other hand. A greenish flash streaked into the wyvern's neck, striking with a pop and a hiss.

Vyth came in from the side, bringing her hammer down on the distracted beast's skull. The wyvern's head hit the ground. Its body toppled and lay twitching on the trail.

"Well done!" Vyth cried, "Well done indeed, friends!"

Claudius entreated Heironeous to mend the wounds of the brave. Vyth rested while Charmaine provided Sjach with a vial of antivenom.

"This day isn't over," murmured Vyth, looking up into the hills. "Wyverns are aggressive, but that one attacked us specifically, far from its lair. It's protecting something."

"Will there be another big one up there?" asked Charmaine.

Claudius raised an eyebrow.

"Maybe," said Vyth, "and perhaps some little ones."

"I hope so," said Sjach, grinning. "That was a bit of fun, eh?"

Vyth just shook her head and started up into the hills.

Illus. by S. Belledin

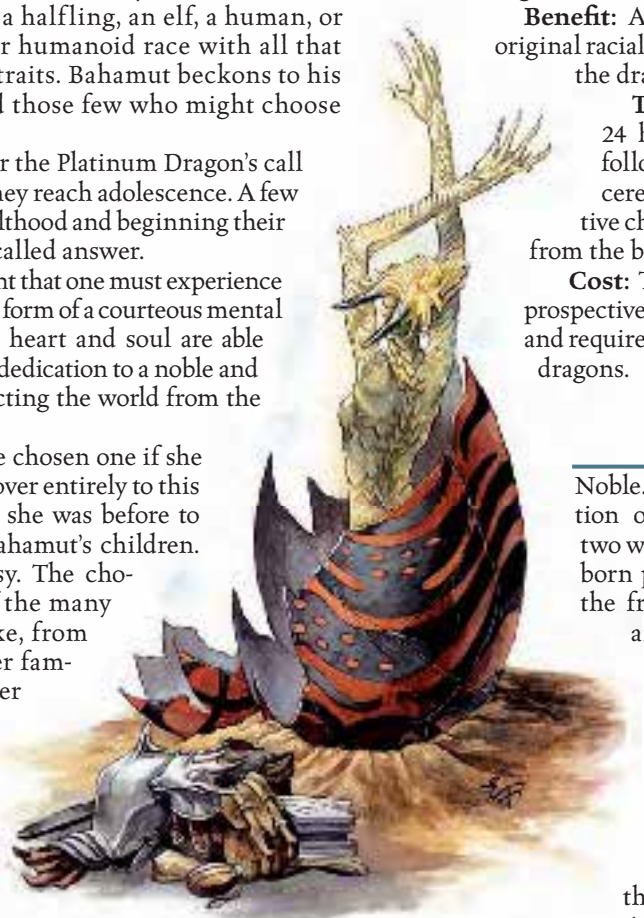
THE CALL OF BAHAMUT

The dragonborn children of Bahamut are a unique race in that they are not born; they are *reborn*. Each one enters the world as a halfling, an elf, a human, or a member of some other humanoid race with all that race's propensities and traits. Bahamut beckons to his would-be followers, and those few who might choose to serve him.

Most of those who hear the Platinum Dragon's call discover it early, before they reach adolescence. A few heed it after reaching adulthood and beginning their careers. Not all who are called answer.

The call is a strange event that one must experience to understand. It takes the form of a courteous mental question, asking if one's heart and soul are able and willing to undertake dedication to a noble and arduous purpose—protecting the world from the spawn of Tiamat.

Bahamut's call asks the chosen one if she is willing to give herself over entirely to this cause, giving up all that she was before to transform into one of Bahamut's children. This choice is never easy. The chosen one is made aware of the many sacrifices she must make, from her racial identity to her family and friends, even her whole way of life. The only reward for those forfeitures is service to the Platinum Dragon and his abiding love.



Illus. by E. Fiegenschuh

Kethend ux aesthyr tibur Munthrek emerges from her Rite of Rebirth

THE RITE OF REBIRTH

The Rite of Rebirth transforms a character into a dedicated draconic servant of Bahamut known as a dragonborn.

Becoming a dragonborn isn't undertaken lightly. It is a long process full of self-reflection and commitment. Those supplicants raised in the ways of their original race must carefully consider what they're giving up. While a human might be content to give up her natural versatility, it's rare for someone heavily invested in her racial identity to forfeit that race's abilities.

When the rite begins, the supplicant lays aside all her equipment and possessions for the duration of the ceremony. Dressed in a loose, linen shift, she spends a full day and night fasting and meditating upon her choice. Her mind fills with all the things she is giving up, reminding her she must forgo much of herself to become a dragonborn.

When dawn comes, the prospective dragonborn crawls inside an egg-shaped structure that she has built (see Cost) in order to sleep for the last time in her original form. This symbolic act represents her acceptance of the transformation. When the next dawn arrives, she is transformed into a dragonborn. After awakening inside the sealed egg, she breaks out of it as a glorious, draconic child of Bahamut.

Prerequisites: In order to be accepted as a suitable candidate, the supplicant must be non-evil and have an Intelligence score of at least 3.

Benefit: A dragonborn loses many of her original racial traits and gains the racial traits of the dragonborn race (see below).

Time: The Rite of Rebirth requires 24 hours of meditation and fasting followed by 24 hours of sleep. If the ceremony is interrupted, the prospective child of Bahamut must start the rite from the beginning.

Cost: The symbolic egg crafted by the prospective dragonborn costs 100 gp to create, and requires a handful of scales from metallic dragons.

APPEARANCE

Noble. Draconic. Nearly every description of a dragonborn includes those two words. So thoroughly has a dragonborn physically transformed that only the framework of her former appearance remains. Dragonborn are always slightly bigger than most other members of their original race.

These servants of Bahamut epitomize devotion to righteousness. Their very appearance gives an impression of virtuous purpose. Dragonborn carry themselves with good deportment, seeing themselves as humanoid representations of noble dragonkind.

When a dragonborn walks into an inn, patrons' heads turn and eyes stare. What they see is well worth a second glance. In every aspect of their presence, dragonborn consciously act as emissaries of their adoptive father, Bahamut.

DRAGONBORN RACIAL TRAITS

A dragonborn combines some of the racial traits of her original race and her new form. Only those traits gained from transformation are given here; see also the Mechanics of Rebirth sidebar.

- +2 Constitution, –2 Dexterity. Dragonborn are hearty and healthy, but they are awkward in their newly adopted bodies.
- Humanoid (dragonblood): Dragonborn are humanoids with the dragonblood subtype and any other subtypes they had before undergoing the Rite of Rebirth. For all effects related to race, a dragonborn is considered a dragon and a member of her original race.
- Age: After a dragonborn underoes the Rite of Rebirth, she emerges as an adult creature regardless of her previous age. If she lives for 200 years (see Table 1–1, page 10), she enters middle age.
- +2 dodge bonus to Armor Class against creatures of the dragon type. The dragonborn have an innate

sense of how best to defend themselves against their potential enemies.

- Immunity to Frightful Presence: Dragonborn are immune to the frightful presence ability of dragons, just as if they were dragons.
- Draconic Aspect: Bahamut has blessed the dragonborn with aspects combining some of the best attributes of good dragons. Upon completing the Rite of Rebirth, a dragonborn chooses which of the following three aspects to manifest. Once the choice is made, it cannot be changed.

Heart (Su): A dragonborn who chooses heart as her draconic aspect gains a breath weapon. The breath weapon is a bright, shining line that coruscates with every metallic color. The line's length is 5 feet per Hit Die the dragonborn has, up to a maximum of 100 feet at 20 HD. The breath weapon deals 1d8 points of damage, plus an extra 1d8 points for each 3 HD the dragonborn possesses (2d8 at 3 HD, 3d8 at 6 HD, and so on). The damage can be acid, cold, electricity, or fire, changing on each use as the dragonborn chooses. A successful Reflex save (DC 10 + 1/2 the dragonborn's HD + her Con modifier) halves the damage. A dragonborn can use her breath weapon once every 1d4 rounds.

Mind (Ex): A dragonborn who selects the mind aspect sharpens her senses, gaining immunity to paralysis and magic sleep effects. She gains darkvision out to 30 feet and low-light vision, plus a +2 racial bonus on Listen, Search, and Spot checks.

At 6 HD, the dragonborn's darkvision extends to 60 feet.

At 9 HD, the dragonborn's darkvision extends to 90 feet, and her low-light vision allows her to see three times as far as a human in shadowy illumination.

At 12 HD, the dragonborn's darkvision extends to 120 feet, and her low-light vision allows her to see four times as far as a human in shadowy illumination.

At 15 HD, the dragonborn gains blindsense out to 30 feet.

Wings (Ex): A dragonborn who selects the wings aspect hatches sporting fully formed wings. Dragonborn can use these wings to aid their jumps (granting a +10 racial bonus on Jump checks) and to glide. Those with 6 HD or more can use their wings to fly.

Gliding: A dragonborn can use her wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. Dragonborn glide at a speed of 30 feet with average maneuverability. Even if a dragonborn's maneuverability improves, she can't hover while gliding. A dragonborn can't glide while carrying a medium or heavy load.

If a dragonborn becomes unconscious or helpless while in midair, her wings naturally unfurl, and powerful ligaments stiffen them.

Illus. by E. Polak

Dragonborn have a new dragonblood shape, but discerning eyes can still see their former identities

The dragonborn descends slowly in a tight corkscrew and takes only 1d6 points of falling damage, no matter the actual distance of the fall.

Flight: When a dragonborn who selected the wings aspect reaches 6 HD, she gains a fly speed of 30 feet with average maneuverability. A dragonborn can't fly while carrying a medium or heavy load or while fatigued or exhausted.

A dragonborn can safely fly for a number of consecutive rounds equal to her Constitution modifier (minimum 1 round). She can double this length of flight but is fatigued by such exertion. The dragonborn is likewise fatigued after spending a total of more than 10 minutes per day flying. Because a dragonborn can glide before, after, and between rounds of actual flight, she can remain aloft for extended periods, even if she can only use flight for 1 round at a time without becoming fatigued.

When she reaches 12 HD, a dragonborn has enough stamina and prowess to fly without tiring. She can fly at a speed of 30 feet (average maneuverability) with no more exertion than walking or running.

A dragonborn with flight can make a dive attack. A dive attack works like a charge, but the dragonborn must move a minimum of 30 feet and descend at least 10 feet. A dragonborn can make a dive attack only when wielding a piercing weapon. If the dive attack hits, it deals double damage.

A dragonborn with flight can use the run action while flying, provided she flies in a straight line.

- Automatic Languages: Draconic. Dragonborn gain the ability to speak Draconic upon their transformation but do not lose the ability to speak languages they already know.
- Favored Class: Fighter. A multiclass dragonborn's fighter class does not count when determining whether she takes an experience point penalty for being a multiclassed character. Furthermore, dragonborn paladins can leave that class and return to it without penalty. Also, see the Mechanics of Rebirth sidebar.

AGE

A dragonborn character is reborn, losing any bonuses or penalties she received because of her age. She emerges from her transformation as an adult. Dragonborn are hearty and capable of living long lives. Due to their perilous fight against the spawn of Tiamat, however, most die young.

Table 1–1: Dragonborn Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Dragonborn	200 years	300 years	400 years	+2d% years

THE MECHANICS OF REBIRTH

Upon transformation from her initial race to a dragonborn, a supplicant loses many racial traits and gains those of the dragonborn. The following information describes how to mechanically achieve this transformation.

Type, Subtype, and Race: You retain your original type and subtypes, gaining the dragonblood subtype. You still count as a member of your original race for the purpose of any effect or prerequisite that depends on race.

Racial Hit Dice: You retain your original racial Hit Dice, as well as all benefits gained therefrom (base attack and save bonuses, skill points, hit points, and so on).

Ability Modifiers: You retain your original racial ability modifiers and gain the ability modifiers of the dragonborn race.

Size: You retain your original size. If the original race had powerful build as a racial trait, it is also retained.

Speed: You retain your original base land speed, as well as any other modes of movement possessed by your original race. Other racial traits related to speed or movement, such as the dwarf's ability to move at full speed in medium or heavy armor, are lost.

Languages: You retain any languages you already know. You gain Draconic as an automatic language.

Favored Class: You retain your original favored classes and gain fighter as a favored class. You can multiclass into the paladin class freely.

Level Adjustment: You retain your original level adjustment.

Other Racial Traits: You lose all other racial traits of your original race, including bonus feats, skill bonuses, attack bonuses, save bonuses, spell-like abilities, and so forth. Two specific instances warrant clarification.

- If your original race granted you a nonspecific bonus feat (such as the one gained by a human at 1st level), any feat can be lost, so long as it is not a prerequisite for another feat you have.
- If your original race granted bonus skill points, you should deduct an appropriate amount of skill points from your current skill ranks. The specific skills affected are up to you, but the DM's input might be required to adjudicate tricky situations (such as multiclass characters who might have purchased ranks of various skills as both class skills and cross-class skills).

The loss of racial traits might mean you no longer meet the prerequisites for a prestige class, feat, or some other feature. In general, you lose any special ability for which you no longer qualify, and nothing is gained in its place. A couple of exceptions exist.

- If you no longer qualify for a feat due to the transformation, you lose the feat and immediately select a new feat for which you qualify in its place. You must also replace any feat for which the lost feat was a prerequisite.
- If you no longer qualify for a prestige class, you lose the benefit of any class features or other special abilities granted by the class. You retain Hit Dice gained from advancing in the class, as well as any improvements to base attack bonus and base save bonuses that the class provided. If you later meet all the prerequisites for the class, you regain the benefits.

Special: Ordinarily, only a 1st-level character can select certain feats requiring the dragonblood subtype (see Chapter 6). However, upon becoming a dragonborn, you can elect to replace one (and only one) of your existing feats with one of these feats. A character cannot have more than one of these feats. The feat to be replaced cannot be a prerequisite for any prestige class, ability, or other feat.

HEIGHT AND WEIGHT

Dragonborn differ in size as much as members of their original race do. Typically, a dragonborn becomes larger and full-bodied in her new form, gaining 1 to 2 inches of height and 5% to 10% in weight.

CLOTHING

Dragonborn wear clothing that is both simple and elegant. They endeavor to present themselves as befits Bahamut's representatives. Their garb is always of superior materials, such as combed cotton, soft wool, crisp linen, or fine silk, often dyed in tones resembling metals or jewels. Even so, these rich garments are plain in style and never flamboyant.

The clothing a dragonborn wears combines beauty and utility. She is ever ready to take up arms and combat evil. Her clothes suit her dragon-fighting skills. For example, a dragonborn with arcane spellcasting abilities often wears clothing that incorporates little pouches for spell components. A dragonborn rogue wears clothes that enable her to move with stealth and grace.

Dragonborn don't spend their time weaving or sewing. Matters of great importance demand their attention. When in constant conflict with the spawn of Tiamat, one doesn't have much time to devote to domestic crafts. Instead, materials and clothes are usually purchased from other races, and a dragonborn hires a tailor to provide a custom fit. Garb of elven manufacture has a reputation for its excellence, and such clothes suit the dragonborn's taste for quality and style.

The armor a dragonborn wears is always maintained and eye-catching. Perhaps it's polished to a mirrorlike sheen, or designed to resemble dragon scales. A dragonborn's armor makes a statement about the wearer and her ideals while providing ample defense.

Dragonborn never use dragonhide for clothing or armor. To wear the skin of a dragon is as disgusting to one of Bahamut's beloved as wearing human skin is to most humans. While some adventurers might prize souvenirs of dragon teeth, claws, and so forth, dragonborn eschew these grisly trophies.

Roleplaying Application: Dragonborn react negatively to individuals wearing dragonhide or dragon parts. A dragonborn NPC begins with an initial attitude (*PH* 72) one category worse toward anyone wearing dragon parts.

GROOMING

Dragonborn keep their bodies clean and neat. Even when out in the wilds in pursuit of an evil dragon, a dragonborn manages to look her best.

When she emerges from the egg at the end of her transformation rite, a dragonborn's body is new and perfect. Any blemishes, scars, or tattoos that previously marked her body disappear. The new, draconic skin feels soft and supple, the body vigorous.

Dragonborn approach their grooming with pragmatism and the knowledge that they stand for Bahamut in the eyes of many onlookers. As such, they conduct themselves with dignity, taking the necessary time with their appearance.

However, being neat and clean is enough. Dragonborn don't often bother with ornamental fripperies, such as the scale tints used by spellscales, or tattoos. They esteem their forms as is, without any additional adornments.

Dragonborn don't stint when it comes to keeping their gear clean and in good repair. They perform any necessary chores of washing, polishing, and mending when they must, but many dragonborn simply pay others for such services. They'd rather spend the time and effort on grander concerns.

PSYCHOLOGY

"I live but to serve."

—Ux Caex tibur Elf Silaqui Naïlo

All dragonborn are devoted to Bahamut's cause, having chosen a pure and noble path of service to the King of Good Dragons. This choice was not lightly made but arrived at through ceremony and contemplation. Dragonborn have given up their former lives, loves, and interests for a hard life of duty. A dragonborn, therefore, has the strong identity of one with an apparent heritage mingled with the clear purpose of one with stringent principles.

Who am I? Why am I here? Do the gods hear? Do they care? These questions distract or torment other humanoids. A dragonborn has gentle, reassuring responses to these mysteries, and thus she has confidence, direction, and even a mild sense of superiority. She need not wonder. She knows.

An intense sense of kinship exists between dragonborn—a feeling that only others of their kind can truly understand. A sense of the sublime infuses their reflections upon what it means to be a dragonborn. They are the chosen, adopted by a god for a greater duty. Their lives have purpose and definition.

Despite, or perhaps because of all this depth of identity and self-assurance, the psychology of dragonborn is simple. Every resource at hand is used to combat evil dragons and those who aid them. These enemies must be opposed. Actions and allies that further this endeavor are enjoyed and valued, but most of the world is either uncommitted or ignorant. Dragonborn strive to please Bahamut and fulfill their destinies. Their lives are full of ardor and obligation, with personal glory or gain realized only through fulfilling their divine quest.

DRAGONBORN LIFE

A dragonborn's life focuses on fighting the spawn of Tiamat. Every waking moment is spent in that pursuit, though it might not be obviously so to a casual observer. How could hunting a vicious werewolf, attending a society dance, or helping a friend build a stronghold have anything to do with fighting Tiamat's spawn? It might or might not, depending upon an individual's motivations.

In the case of a dragonborn, one can be sure that each action does tie into the fight against Tiamat. Hunting a werewolf might hone the skills of a dragonborn and her companions between encounters with Tiamat's spawn.

Illus. by E. Polak

Any humanoid race can be reborn as an emissary of Bahamut

A dragonborn might use a noble's soiree as an opportunity to acquire a patron to fund expeditions against evil dragonkind. Rendering aid of almost any sort to a friend is a necessary part of building the trust, confidence, and amity central to a functional team of dragon-slayers. Dragonborn are few, and they must secure allies and better means of fighting Tiamat's spawn.

LEISURE

The traditional concept of leisure, with its connotations of aimless use of time, does not fit with a dragonborn's wholehearted dedication to her cause. If a dragonborn rests, it is to regain her strength when she is tired or wounded. If she has free time, her leisure pursuits often seem like work or zealotry to others.

All her thoughts and efforts focus on fighting evil dragonkind. Understanding that her allies in the Dragonfall War may not have the capacity for such single-minded behavior, a dragonborn allows time for her companions and friends to do as they need. She frowns only on activities that weaken the mind and body or that harm others.

Since any time not spent in direct fulfillment of the work against the spawn of Tiamat is leisure time, a dragonborn makes optimal use of these intervals, emphasizing the need for training and experience. For example, one leisure pursuit of a dragonborn might be to help her gnome and dwarf companions hunt down a rampaging troll. Such an activity serves to bond friends and test their skills.

ARTS AND CRAFTS

Some dragonborn choose to express their devotion to their cause through painting, song, or some other craft. These creations celebrate dragonborn identity and lifestyle. They are created in praise of Bahamut, to represent some extraordinary deed done by a dragonborn, or to demonstrate the hideousness of the spawn of Tiamat.

Elf and human cultures often place artistic pursuits at the pinnacle of achievement, as the ultimate expression of a people's worth. Not so for dragonborn. Art, crafts, music, and similar cultural pursuits are always of secondary importance to a dragonborn. They are fine pursuits to be indulged in while recovering from wounds or mustering one's resources for the next sortie against Tiamat's spawn, but a dragonborn never lets herself be distracted from her true vocation. As a result, dragonborn art might be expressive, but it's rarely lauded as superior.

Those who were great sculptors or performers in their lives before becoming dragonborn certainly retain those skills. They often continue to produce great masterpieces, focusing on draconic topics. Because so much of their time and energy centers on the Dragonfall War, however, dragonborn artists produce fewer works than many of their fellow craftworkers or performers.

TECHNOLOGY AND MAGIC

Neither technology nor magic holds any particular fascination for dragonborn. Both are tools. Dragonborn tend to measure items of technology or magical effects in terms of how well they can be used in the struggle against the spawn of Tiamat.

Alchemical items are great assets when fighting evil dragonkind. Flying spawn can be grounded with tanglefoot bags, and a dragon's thick hide and spell resistance help little against alchemist's fire or acid. These technological innovations have high applicability to the dragonborn's endless struggle with the Chromatic Dragon's brood.

Magic is essential to survival in a dragonborn's mission, and she is straightforward in her evaluation of magic's utility. Any successful group of adventurers requires the aid of divine and arcane spellcasters. Reliability and versatility are important to a dragonborn, so her spellcasting companions are often wizards or clerics.

LOVE

Dragonborn love Bahamut. They love one another for their universal nobleness of spirit and the sacrifice each made to become a dragonborn. Innocent creatures and the world as a whole garner love from dragonborn, for dragonborn seek to preserve the world and its bounty from the depredations of Tiamat.

A dragonborn might feel tenderness toward her birth family, those who succored and cared for her, enabling her to grow up in such a way as to become Bahamut's child. She might even honor other good deities, perhaps giving a special place to the one she worshiped before her transformation. She cares for her companions. However, a dragonborn gave her body, mind, and soul to Bahamut and his service when accepting the transformation. Her thoughts, inclinations, and pleasures all revolve around this commitment.

No room is left in a dragonborn's heart for romantic love. Choosing to bond and share her life with another, valuing his or her life above others, would detract from her higher purpose. Such a significant other could also become a victim of the dragonborn's enemies or become a distraction at the wrong moment.

While a dragonborn retains her sexual characteristics, she is essentially asexual. A dragonborn has no interest in even the visceral comfort of sex as most humanoid races know it. Indeed, no lures of the flesh quicken either her pulse or her imagination. She has no drive to procreate, and dragonborn are in fact sterile.

Even if peculiarities of circumstances lead to a dragonborn coupling with another creature, no child ever results. Bahamut created his children in such a way that only those who truly choose to become dragonborn may do so. No accidents of birth oblige any creature to pursue the hard life of Bahamut's chosen.

DRAGONBORN AT WAR

"To live is to strive against Tiamat and all her spawn."

—Dragonborn credo

War with the spawn of Tiamat is the constant and normal state of existence for a dragonborn. Fighting against iniquitous dragons and their ilk is central to a dragonborn's life. While maintaining continual devotion to and vigilance in this cause, she nevertheless knows that the struggle is such a large one that it is likely she'll not see the end of it. When deities wage war, the conflict spans centuries, if not millennia, but dragonborn are prepared to fight for as long as it takes. Their allegiance and dedication are unswerving.

It is through war that dragonborn find their reason for being. They achieve the greatest satisfaction, the knowledge that they are fulfilling their destiny, from opposing evil dragonkind. Dragonborn know they are fighting to save the world.

Dragonborn use every means at their disposal to enhance their tactical and strategic positions in the Dragonfall War. They take a long view, knowing that no one clash can win the campaign. It is only through winning battle after battle after battle that they can triumph.

Tiamat's ultimate ambition is to fill the multiverse with her evil spawn. She creates increasing numbers of vile offspring, creatures of great power and malevolence. These depraved entities, having no compunction about destroying or killing, beget only mayhem and devastation. Left unchecked, they would eventually send the world to its ruination.

Wars between mere mortals are meaningless to dragonborn. Compared to to the Dragonfall War, conflicts between monarchs and countries are trivial, their motivations suspect. Unless participating in such a war fulfills one of a dragonborn's strategic objectives, she abstains from joining in the dispute.

DEATH

Dragonborn lead dangerous lives. They continually put themselves in peril and are not afraid to die. If they have kept true to the sacred duty entrusted to them by Bahamut, they have the gentle confidence that their father's rewards await them in the afterlife.

Dragonborn avoid death not out of fear, but because passing away is the end of their mortal quest. Tiamat continues to create more spawn, and a dead dragonborn is unable to oppose the Chromatic Dragon's machinations. Most dragonborn choose to return to life if called back by a *raise dead*, *resurrection*, or *true resurrection* spell. If a *reincarnate* spell is used, almost all dragonborn return but endeavor to complete the Rite of Rebirth to regain their dragonborn bodies as soon as possible.

Sacrifice, not Suicide

Dragonborn are fearless. They feel certain that their efforts are necessary and make a difference. Death is always close at hand in a soldier's life, but dragonborn aren't any more afraid of death than any other threat. This doesn't mean a dragonborn needlessly or foolishly throws her life away. A dragonborn might undertake a mission against impossible odds. She'll do so only if a chance of success exists, and only if the undertaking serves a strategic goal.

A victory had only through staggering losses is not a win at all. Such a success hampers the cause as a whole by removing too many assets from the dragonborn's side

in the Dragonfall War. On the other hand, it is perfectly acceptable to lose a battle if it costs the enemy more than she gains and influences the ultimate course of the war in favor of Bahamut and his chosen.

SOCIETY AND CULTURE

While still new as a race, dragonborn have started to form a culture. Some speculate that the Rite of Rebirth predisposes those who undergo it to adopt a particular mindset, instilling values and norms as innate instincts. Others surmise that the long ceremonial process includes specific training, indoctrinating the new dragonborn.

These are the ruminations of outsiders. Those who have undergone the rite do not speak of it. They merely smile and shake their heads at all such theories, their eyes tinged with the burden of some indescribably beautiful sorrow.

DRAGONBORN AND OTHER RACES

"The Dragonfall War requires great allies because it is fought against great enemies."

—Ux Levethix tibur Human Carlton Wentworth

Dragonborn take a strategic view toward other humanoid races. Anyone and everyone might be useful to the dragonborn cause. These folk can and should be employed in the fight against Tiamat's spawn.

In addition to exhibiting the general viewpoints that follow, a dragonborn tends to hold members of her original race in a place of high esteem and gentle affection. Having grown up as such a creature, she better understands them and their culture.

Draconic: A dragonborn's attitude toward a draconic creature depends greatly on the creature's heritage. Someone with copper dragon ancestry might find a ready welcome, while an individual with green dragon heritage might be viewed with distrust, if not outright hostility. That said, dragonborn do realize that a draconic individual is more than the expression of his racial heritage, and are generally willing to give at least one chance to those who seek to prove that their nature is not ruled by the blood in their veins.

Dwarves: Gruff, doughty folk, dwarves are valuable allies when dragonborn seek dragon spawn in subterranean lairs. No other race has the innate skill with underground environs that dwarves display. In addition, they're courageous and careful—excellent companions to have in a tight spot.

Elves: These masters of the woodlands can be good friends in the fight against evil dragonkind. Their acute senses make them great scouts. In addition, elves' propensity for wizardly magic makes them very powerful and versatile.

Gnomes: Clever and skillful, gnomes offer an enormous diversity of talents, ranging from innate spell-like abilities to a knack for alchemy. Their natural enmity for kobolds, which are often the servants or slaves of evil dragons, is especially helpful.

Half-Dragons: A half-dragon can easily find himself classified as either mortal enemy or long-lost ally. Dragonborn know what it is to be neither one thing nor the other, though they are often nonplussed by the diffident, aloof attitude many half-dragons have. Metallic-descended half-dragons are a cause of frustration and joy for dragonborn, depending on whether they can be convinced to take up the struggle of the Dragonfall War, while chromatic-descended half-dragons rarely get a chance to prove their good or evil intentions—although recruiting a chromatic half-dragon for the side of good is a great victory, no shame derives from simply making sure that creature does not turn his skills to Tiamat's service.

Half-Elves: While they lack the elves' racial inclination for good, half-elves can be very useful in the Dragonfall War. They get along well with others and make excellent spokespersons. A half-elf can find out much valuable information to further a dragonborn's goals.

Half-Orcs: Extraordinarily competent in a fight, half-orcs are outstanding front-rank combatants. Properly directed, their fierce qualities make them formidable allies in combat against Tiamat's spawn.

Halflings: These wanderers have great talents in the subtle arts. Halflings have no racial proclivity toward good or evil. However, if a halfling with the proper skills can be enlisted in the struggle against Tiamat's spawn, his stealth and guile can be very useful.

Humans: It's important for a dragonborn to be selective when it comes to acquiring a human ally. A great deal depends upon a group working well together. Good or neutral humans are eminently suitable for filling in gaps in a dragon-slaying group's strengths.

Kobolds: Dragonborn approach kobolds with guarded reserve. Kobolds display a racial tendency for evil, often allying themselves with evil dragons and dragonkind, even the warped spawn of Tiamat. Toward these kobolds, dragonborn show no mercy. However, the blessed of Bahamut understand that while kobolds are often malevolent, exceptions certainly exist. Good kobolds can prove to be unusual and welcome allies, able to infiltrate lairs of dragons who use kobolds as servants or slaves.

Spellscales: Dragonborn view spellscales as distant relatives. Dragonblood by birth, these charming creatures make excellent sorcerers and can provide invaluable magical assistance. Spellscales can be dangerously amoral, though. Their actions and inclinations are difficult to predict, making them hard to direct. Nevertheless, a spellscale's inventive tactics often surprise the enemy.

True Dragons: Dragonborn look on metallic true dragons as respected elders. None are held in the same reverence as Bahamut, certainly, unless one has truly distinguished itself in the Dragonfall War. Even those dragons who choose a path of neutrality are given respect. Chromatic dragons are seen as tools of Tiamat, as little more than dangerously cunning animals in some cases. They are the sworn enemies of their lord Bahamut—no quarter is given or asked.

RELIGION

"Honor any god not of wicked purpose. Serve only Bahamut."
—Dragonborn credo

Dragonborn view Bahamut simultaneously as their deity and their father. They accord him honor and worship. (See page 151 for more information on Bahamut.)

The relationship between dragonborn and the Platinum Dragon is familial and liberal enough that dragonborn can and do honor other gods. Some dragonborn clerics continue to worship and gain spells from deities such as Heironeous or Yondalla. Bahamut condones this behavior as long as the other deity is not evil and has no affiliation with Tiamat.

LAW AND CHAOS, GOOD AND EVIL

Although all dragonborn serve Bahamut's cause with sincere, heartfelt devotion, not all of them employ tactics that he himself would use to accomplish their noble goals. In the conflict with Tiamat, Bahamut turns a forgiving eye toward slightly immoral actions but doesn't tolerate any form of evil. All the children of the Platinum Dragon share the commitment to fight against evil dragonkind. Their methods vary greatly.

HOLIDAYS

In most cultures, holidays have ancient roots, evolving naturally from shared experiences and the joys and tribulations endured by a united people. Dragonborn are a relatively new race. They have no ancient traditions. Instead, they have a few days of particular importance to them as individuals.

DAY OF TRANSCENDENCE

The day that a dragonborn breaks herself free from the symbolic egg of the Rite of Rebirth holds special significance. Yearly anniversaries of this "birth" day are times of great celebration. On this day, any dragonborn able to do so seeks out a temple of Bahamut. There she is celebrated, her sacrifice is acknowledged, and Bahamut's choice is honored.

NIGHT OF REMEMBRANCE

At sunset on the longest night of the year, a dragonborn gathers her friends and allies about her. She hosts a formal gathering in which she tells the story of the preceding year and encourages others who were there to tell their part of the tales. Battles fought and foes overcome in the previous year are woven into the stories. In the case of a greatly accomplished dragonborn, this recitation can last from dusk to dawn.

On this night, the dragonborn also offers gifts and accolades to her companions in her struggles against the spawn of Tiamat. It is customary for her to present each of her allies with a small offering that epitomizes the talents and prowess each one displayed.

Such a gift is always useful, usually intended as both a serviceable item and a memento of a past challenge. To a wizard who constantly endows her with *bull's strength*, a dragonborn might give a scroll or item containing that spell or a thematically similar one, such as *Tenser's transformation*. A rogue ally might get a *wand of web* in honor of the time when he used a tanglefoot bag to make a young black dragon's wings so sticky it couldn't fly. The occasion also has a solemn aspect, as those present honor fallen comrades with tales of their valor.

HISTORY AND FOLKLORE

The ancient tales valued by dragonborn are those told of Bahamut, or Great Dragon Father, as his children sometimes refer to him. Since dragonborn are so new as a race, stories about them are not numerous. Three legends that have gained a great deal of exposure in the world at large are detailed below.

BAHAMUT'S FIRST CHILD

Marlow Rodan was a human born into the village of Larkspur at the base of the Camdelline Mountains. A beautiful child, he looked at the world with wonder and delight. Larkspur was a wonderful community to grow up in. Although it was a largely human settlement, it was near enough to a dwarf hold and an elf village to provide a diverse experience. Marlow loved hearing the tales told

TARNISHED DRAGONBORN

As an individual dedicates her life to Bahamut's cause and becomes a dragonborn, she is committing herself to fighting against Tiamat's spawn. She must do this to the best of her ability. Reasonable breaks from this activity for gaining allies, recuperating from battle, and gathering resources are permitted, but any form of evil behavior is not.

The Platinum Dragon does not tolerate wicked deeds on the part of his children. A single instance might be overlooked if the dragonborn immediately makes good through an *atonement* spell. Indulging unrepentantly in iniquity, committing repeated forbidden acts, or converting to an evil philosophy provokes Bahamut to anger and action.

In these situations, an aspect of Bahamut (see page 152) appears to chastise the transgressor. In cases of all but the most hideous of crimes, the dragonborn is first given a warning by the aspect and instruction in the proper course of action. If she is penitent, the dragonborn must perform a redemptive act to prove her reform, often in the form of a quest to slay a particularly villainous spawn of Tiamat or to aid the cause of one of Bahamut's allies.

If the dragonborn refuses to atone for her evil ways, Bahamut renounces her as his child and takes back the dragonborn form he granted her. A tarnished dragonborn feels her skin crack, peel, and slough off. Her limbs twist, and her form distorts. This painful process of transformation reversal lasts for a number of rounds equal to her Hit Dice and deals 2d6 points of damage per round. At the end of this change, regardless of whether she survives, the dragonborn returns to her original race and form.

by the elves and dwarves and grew hungry to see and experience more of the world.

While still a teenager, he left his village and began to make his way in the world, trading tales and songs for food and shelter. Over time, he became quite a skilled and traveled bard. No matter how far away he went, at least once each year he returned to his beloved home village to share his fortune and tales. Thus, he continued his journeys with a glad heart, always grounded in the love of his community.

Ten years after beginning his career, Marlow returned home for another visit. While still miles away, he sensed a hint of smoke on the late afternoon breeze—smoke unlike that of hearth and home. The scent carried the stink of death. Instead of camping for the night, Marlow urged his mount to a trot and hastened toward his home.

There, instead of the quaint homesteads of his family and friends, he found chaos and utter ruin. The beautiful village was reduced to ashes; those he loved were dead, all brutally scorched by spawn of Tiamat. The draconic origin of the attack was evident in the marks left upon structures and flesh.

The townsfolk hadn't given up without a fight, though. One horrible creature, a perverted hybrid of a white dragon and a praying mantis, lay dead among the fallen citizens. It was still clear the villagers were overmatched and taken by surprise. They had been easy prey.

Marlow was heartbroken, his soul torn. Full of pain and rage, thirsting for vengeance, he prayed. He wanted to avenge this injustice at any cost, caring not whether he lived or died, only desiring to stop the foul creature that had wrought such mayhem. He prayed but expected no answer.

Then, the shadow of a great wing fell over Marlow's kneeling form. Marlow snatched up his rapier and looked up, determined to make a stand before he died. As he stood, he realized the shadow brought with it a great feeling of comfort. Bahamut had heard Marlow's plea and was moved by compassion to respond.

"Live, little one. You have lost too much already. With me as your guide, you can be reborn as a draconic son, able to thwart evil dragonkind." Thus Bahamut spoke, and thus Marlow came to be reborn, the first son of the Platinum Dragon.

Illus. by E. Cox

TIAMAT AND BAHAMUT

One myth often related among dragonborn reveals an unusual reason for the enmity between Bahamut and Tiamat.

Long, long ago, Io created his first children, intent on perfecting all aspects of dragons. His first child was a striking creation, full of all the perfect, physical characteristics of dragonkind. Io named it Vorel, which means "beautiful" in Draconic. As it happened, Vorel had very limited intellect and discernment. Vorel was sweet-natured, bright-eyed, and eager to please, much as a friendly dog is with its master. Though it was flawed, Io still loved this little dragon.

Io found that one form was too limited to contain everything he wanted to include. So he made two—one male and one female, one good and one evil. Embodied in them were the passions and propensities of all dragons. These offspring were Bahamut and Tiamat. Io intended for the two wyrmlings to grow up together, learn from each other, and eventually mate, bringing together all the attributes of dragonkind. The children of Tiamat and Bahamut would be wonderful, perfect dragons.

Instead of filial love and affection, immediate rivalry sprang up between the two. Their natures were too much at odds to allow them to feel affection or even respect for one another. Both of them sought Io's approbation and competed for his favor.

Bahamut strove to gain his father's good regard through exemplary behavior, trying to be the noblest creature he could be. Tiamat, on the other hand, used cunning and caprice. After several schemes failed to raise her above her brother in their father's affections, Tiamat designed a dramatic plot.

The wyrmling goddess endeavored to sow jealousy and enmity between Bahamut and Vorel. She had Vorel destroy some of Bahamut's favorite magic devices. Although Bahamut merely reacted with regret at the loss of his treasures, Tiamat told their father that her brother had been enraged by the destruction. Then she waited until a time when all others in the household slept the deep sleep of dragonkind. She slew Vorel, Io's first creation, and spattered some of her victim's blood on Bahamut.

Tiamat knew that Io loved Vorel and anticipated that Bahamut would be slain or at least exiled for his apparent murder of the firstborn—but she erred. She supposed that Io would react as she would to such an incident. The Creator of Dragonkind, however, did not respond with the shortsighted rage and impetuousness Tiamat expected. Instead, his love for his children led him to investigate and ascertain the truth. Grievously disappointed, he banished Tiamat from his presence. He still cared for and loved his daughter but could not continue to foster her in his household.

With this rejection, Tiamat's love for her father turned to hate. She then decided to bring forth creatures of her own and became the Creator of Evil Dragonkind. Bahamut felt driven to oppose his sister's evil and became the King of the Good Dragons.

In this way, Io lost his three children—one to death, one to evil, and one to good. Some say that he still hopes to create a perfect race of dragons through the offspring of Bahamut and Tiamat. The Great Eternal Wheel turns, and Io is patient.

THE FORMER DRAGONBORN

The tavern was smoky, the light dim. Nerissa shook the snow from her cloak and backpack as she shut the door against the chilly night. Stomping her feet to both shed the clumps of ice and restore some life to her frozen toes, she scanned for a place near the crackling fire. She rubbed the tips of her pointed ears, wondering if her mingled elf and human natures would be an issue. Without saying anything, one human got up, leaving his place near the hearth for one at the bar—taciturn in demeanor, but friendly in deed.

The tavern was apparently a place where working folk came to relax and do some serious drinking. Everyone ignored her. Nerissa didn't mind; she just wanted to get

Wracked by grief, Marlow Rodan prayed for revenge upon evil dragonkind

warm, eat some food, and continue on her journey. She ordered a bowl of stew and a mug of ale.

Once her fingers stopped tingling and she could hold her spoon without shaking, she began to eat and take notice of her surroundings. Murmured conversations around her spoke of crops, spring planting, livestock, and a local sport that involved a frozen pond, a ball, and an intricate scoring system. This was a farming community, peaceful and mundane.

Only one individual, other than she, seemed entirely out of place. He was human, like most of the tavern patrons, but his unkempt appearance gave him a disreputable air. He sat alone at a table at the edge of the room. No one greeted him or engaged him in conversation. He wore no armor, but a greatsword in a leather sheath rested against his chair.

Nerissa tried to assess if he posed a threat to her. Perhaps he was a brigand? But no, he wasn't paying any attention to her, a lone traveler. His gaze was fixed at some middle distance, not looking at anything in his surroundings but at some internal thought or memory, far from here. Her instincts told her there was a story here, a good story.

She bought a pitcher of ale, walked up to his table, set the pitcher on it, and sat down.

Nerissa noticed that he didn't have the scars or weathered skin she expected of a warrior. He must have been returned to life by powerful magic fairly recently. Indeed, while his hands looked muscular, they didn't have the hard calluses of a swordsman.

"Looks like you're going through a hard time. Might help if you talked about it. I'm Nerissa, a listener by trade."

"I was dragonborn," the stranger said with resignation.

He obviously expected ignorance or disbelief. Few folk knew what a dragonborn was, but Nerissa did. She had even met one on her travels. Indeed, Nerissa thought, even if one did know the truth about him, this scruffy human bore no resemblance to the great draconic emissaries of Bahamut.

"What happened?" she asked.

He sighed, took a long draught of his drink, and refilled his cup. "I failed," he said.

She looked at him encouragingly, leaned forward, and tilted her head. "Surely there's more to it than that."

He succumbed to her coaxing.

"I was born a dwarf in the Ironforge Clan, the chieftain's only son, and was named Orral," he said. "I became a fine warrior." He studied his hands, shaking his head in disapproval.

"I was groomed for leadership. Everyone expected me to succeed my father. Although I led a privileged life, I wanted to do more. I craved adventure. For my fortieth birthday, to celebrate my becoming an adult, my father told me I could name whatever I wanted. I announced I was going out to see the world."

He drank again. "I was given the name Morkas, which means 'bold seeker' in Dwarven."

Nerissa gestured to the barkeep to refill the pitcher.

"The world's a big place," Morkas said.

Nerissa nodded sympathetically at this insipid remark.

After a long pause, he began again. "I saw much in my adventures. What struck me most was the carnage wrought by a black dragon. A halfling caravan had been entirely wiped out. Their little bodies . . ." He balked at remembered horrors, closed his eyes, and regained his composure.

"Suddenly, I knew what I wanted from my life. I wanted to stop this sort of awfulness. At that moment, I heard Bahamut call to me, offering to make me his true son, to better fight evil dragonkind."

He smiled, for the first time since she sat down. It was the first time in a long time, Nerissa speculated.

"It was fantastic," he breathed. "My new body was magnificent. Vigorous. I managed to accomplish so much. For two years, I led a group that was able to do great things. We protected a village from a green dragon. We defeated a strange, red dragon-creature with many legs. Ah, the times we had!"

He sighed and looked at his empty tankard.

"And then?" Nerissa prompted. "What went wrong?"

"I became overconfident. Prideful. We tried to take on a green dragon. It was mightier than we suspected. As we crept toward its lair, expecting to surprise it, the dragon attacked us from behind. Totally unexpected. Our wizard Natha died without ever having the opportunity to cast a spell. The dragon went after the paladin next. Once she fell, the other two scattered. I fought on alone. It grabbed me and pinned me. The last thing I remember is its stinking breath as it lowered its head to bite me. Later, I learned that Tessa, our scout, had been eaten. Desig the druid lost her dire wolf, but she managed to escape. She searched for our remains and managed to retrieve a finger. Mine."

"Reincarnated. That's why you're human now," Nerissa guessed.

"Yes. Desig called me back to this body and left, saying she never wanted to have anything more to do with dragon hunting. Now, what am I? A failure. A miserable human. No claim to clan and no claim to Bahamut's legacy."

"But surely Bahamut would welcome you back. You could undergo the Rite of Rebirth again."

He looked at her with despair. "I know. That's what I'm afraid of. . . ."

LANGUAGE

Dragonborn speak Draconic whenever possible. To speak in the tongue of dragons is to honor Bahamut, and dragonborn prefer to converse in it with each other and on matters of importance. However, they do speak other languages when necessary. (For more information on Draconic, see page 146.)

NAMES

Most dragonborn choose a new name upon completion of their Rite of Rebirth. This name is always a Draconic word or phrase that the individual feels epitomizes her character. Many append their original birth race and/or name to their new names after the Draconic word "tibur," which means "born as."

In this way, names become very important to dragonborn. Their names tell who they are and who they were. Many choose the Draconic word for platinum ("ux") as part of their new name.

Dragonborn also add their accomplishments in the service of Bahamut to their names. When one kills an evil dragonblood, she adds "fintir" ("slayer of"), "tiathar" if it's a spawn of Tiamat, and an identifying phrase, such as the slain creature's name or some description of it. If an individual has slain many similar creatures, her name includes the number. A dragonborn's name can also memorialize other major events in her life, such as saving a village or finding a great artifact.

SETTLEMENTS

While dragonborn are too few in number to create cities or even settlements of substance, they do gather on occasion. Such gatherings are temporary encampments, staging areas from which to launch attacks on evil dragonkind or places to regroup after a foray against the spawn of Tiamat.

These camps provide shelter and comfort for a dragonborn and her allies. Since the purpose of the temporary settlement is fighting evil dragons or spawn, the dragonborn in charge provides central leadership and coordination.

These camps are heavily fortified even if they're only intended for a few days of use. They are organized places of defense. When possible, an encampment is square and surrounded by a ditch. Often, the ditch has spikes that deter charges.

Inside the ditch's perimeter is a short, encompassing wall to provide shelter and cover. This wall is always patrolled. Entrances and exits are in the center of one or more of the wall's sides. When it is feasible to build larger walls, such as when numerous *wall of stone* spells are available, guards patrol from the top of the wall or watch from atop structures with roofs designed to protect from aerial attacks.

Every possible form of attack is considered. The camp provides strong defense from earthbound attackers and adequate defense even against aerial assaults. The confined area in the wall is fortified with shelter from an airborne attack, while covered niches provide cover from breath weapons. The enclosed nature of the camp also ensures that those unnerved by a dragon's frightful presence can't run far.

EXAMPLE DRAGONBORN ENCAMPMENT: VYTH'S BASE

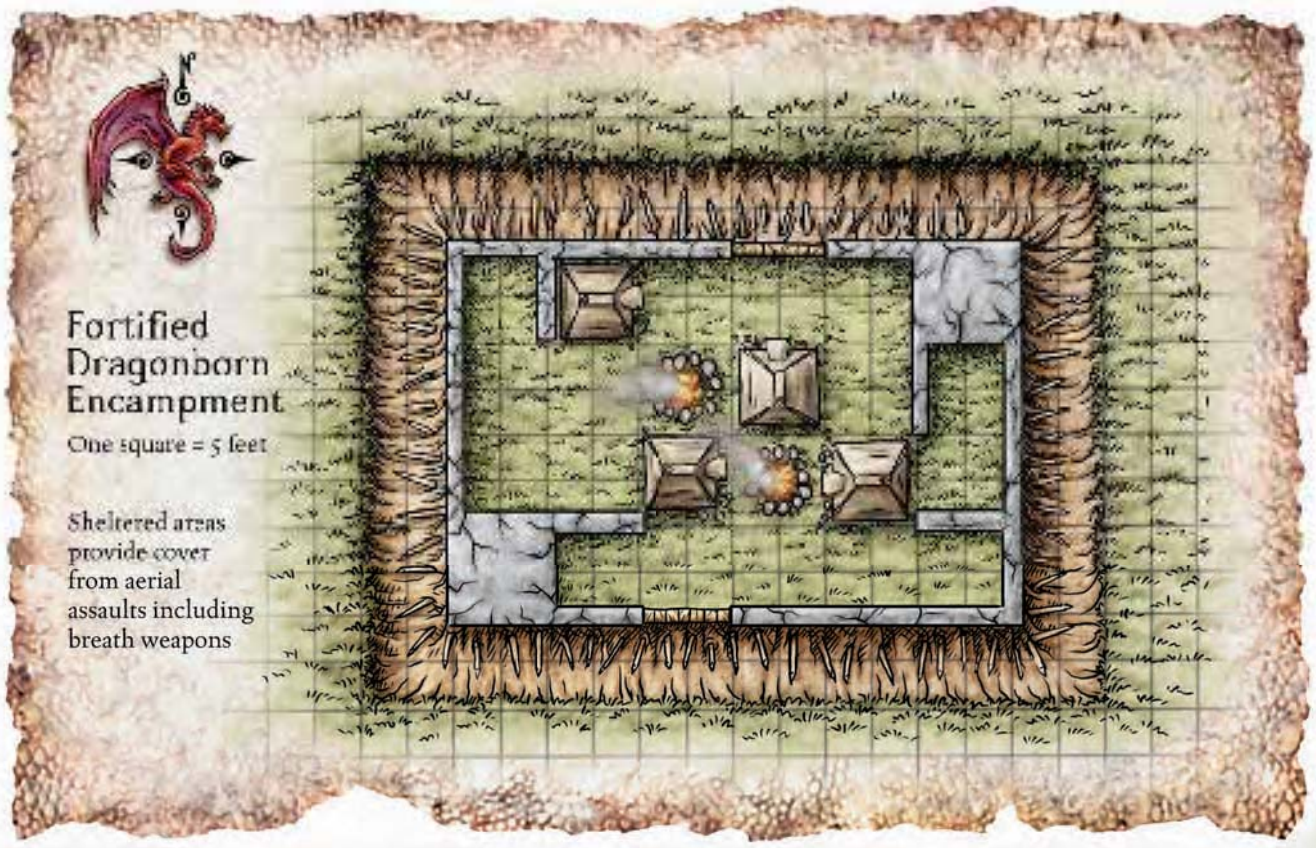
The dragonborn Vyth has established a base of operations for a team of a dozen adventurers. The group is in a dangerous region that is heavily infested by spawn of Tiamat. Vyth plans to stay in this location for about a week before abandoning the site.

Ditch

A ditch surrounds the encampment. In it, sharpened stakes provide further deterrence to attack.

Walls

The walls here have been created using *wall of stone* spells. Two sheltered areas provide cover from above. They also serve as sturdy platforms from which guards can stand watch. A few small outcroppings offer additional cover if the outer perimeter is breached.


Fortified Dragonborn Encampment
One square = 5 feet
Sheltered areas provide cover from aerial assaults including breath weapons

Tents

Four members of the group occupy each of the central tents. The tent on the edge of the encampment is where the shared resources of the group are kept, including battle diagrams, extra weapons, and healing supplies.

Central Fires

This area is where communal meals are prepared. The fires also provide comforting light and warmth on cold nights.

CREATING DRAGONBORN CHARACTERS

Dragonborn come from a variety of occupations and backgrounds. They see the merits of diverse talents and know the value in forming a versatile and balanced party. Many continue to pursue the class or classes in which they were trained before becoming a dragonborn. The beloved of Bahamut can be from any class, but martial training and perfection holds a particular allure for the dragonborn. Refined fighting prowess always has merit in the battle against the spawn of Tiamat.

Barbarian: The undisciplined rage of a barbarian appeals to some dragonborn. They are mighty combatants and a force to be reckoned with on the battlefield. A dragonborn's improved Constitution score enhances the barbarian's rage ability.

Bard: While not naturally charismatic, dragonborn often take a leadership position. The talents of a bard nicely support an adventuring party. Dragonborn bards craft and recite stirring tales or songs about their struggles against the spawn of Tiamat. A dragonborn knows a bard is good for knowledge and for protecting a group and enhancing its capabilities.

Cleric: Those who were clerics before becoming dragonborn usually continue to improve their miraculous spellcasting and remain dedicated to their original deity, unless that deity is evil. Some dragonborn clerics choose to worship Bahamut, but they need not do so. A dragonborn can honor the faith of any good or neutral god.

Chapter 6: Character Options includes racial substitution levels for any dragonblood cleric, including a dragonborn one.

Druid: A dragonborn druid keenly feels her tie to the natural world. The spawn that Tiamat creates are warped abominations, threatening to disrupt the delicate balance of nature. Who better to stop them than one who is so aware of what's at risk?

Fighter: Some poets have termed the dragonborn "the swords of Bahamut." Indeed, the children of the Platinum Dragon are predisposed toward martial careers. Their fine, draconic bodies are quite suitable for the mastery of soldierly skills.

Monk: The disciplined strength and dedication of the monk works well with the dragonborn's focused purpose. Dragonborn monks have many advantages in the Dragonfall War, both in terms of mental discipline and fighting prowess. The class's good saving throws and *ki* strike are great benefits when fighting evil dragonkind.

Paladin: A dragonborn's dedication to a good cause often attracts those of lawful good alignment. For such individuals, service as a paladin makes sense. The aura of courage is exceptionally valuable when fighting evil dragons whose frightful presence can daunt all but the most stalwart of allies.

For alternative options for a dragonborn paladin, see the dragonborn paladin racial substitution levels on page 108.

Ranger: Dragonborn rangers select dragons as one of their favored enemies. They often scout for their allies, excelling at tracking their prey, finding lairs, and setting up an ideal attack or ambush. The animal companion of a dragon-hunting ranger is rarely part of a direct conflict with an evil dragon. Many experienced dragonborn rangers only have their animal companions with them while scouting.

Rogue: The clumsiness of most dragonborn's bodies deters many of them from becoming rogues. However, the class offers great skills for reconnoitering the dangers of an evil dragon's lair, sneaking inside the place, and dispatching its resident with a quick strike to a vital area. Hence, some dragonborn do become rogues.

Sorcerer: Dragonborn sorcerers feel an even closer kinship with their adoptive father than those of other classes. Reveling in their new identities as dragonblood humanoids, dragonborn sorcerers take pride in their arcane skills and what they have become as dragonborn. Their attitudes and efforts against the spawn of Tiamat are the most fanatical.

Chapter 6: Character Options includes racial substitution levels for any dragonblood sorcerer, including a dragonborn one.

Wizard: The adaptability of the wizard class means that dragonborn wizards usually look to magic as the optimal resource in the fight against evil dragonkind. The class has great power and many options.

DRAGONBORN IN EBERRON

Dragonborn fit well in Eberron with just a few small adjustments. The conflict central to the dragonborn's existence is that between dragons and fiends, Eberron and Khyber, rather than Bahamut and Tiamat. The dragonborn feel called by Eberron, one of the progenitor wyrms, to serve. Their primary enemies are the spawn of Khyber, including rakshasas and evil outsiders of all sorts. The references to the Dragonfall Wars should be interpreted as referring to the Dragon–Fiend Wars.

During the Rite of Rebirth, a candidate's dragonmarks disappear as the character transforms into a dragonborn and are replaced by other feats of the player's choice, as noted in the Mechanics of Rebirth sidebar.

Dragons who avidly watch the lesser races and pay keen attention to dragonmarks wonder at the fact that dragonborn cannot retain or gain dragonmarks. Speculations abound, but if any dragon knows the truth behind the loss of a dragonborn's dragonmark, that creature hasn't spread the news.

Illus. by R. Horsley

Among the humanoid races, spellscales are the most creative, experimental, and varied. Most generalities about spellscales collapse under examination, because each spellscale displays a unique philosophy and behavior. What's most true of them as a group is that these dragonblood humanoids have a very strong racial inclination toward sorcery.

It has long been known that many sorcerers have dragon blood in their veins. For the majority of these individuals, their spellcasting abilities are often the only hint of their draconic heritage, but sometimes the evidence is clearer.

Occasionally, when two humanoid sorcerers produce a child, the infant displays decidedly draconic features and physiology. The child is, in fact, a spellscale rather than a member of either of the parents' races.

In much more rare instances, a sorcerer of great power produces such a child by mating with someone who is not a sorcerer. To those who believe that some (or all) sorcerers have draconic heritage, these children are strong evidence of the theory's truth—if such a child's draconic characteristics did not come from the sorcerer, then how else to account for them?

In certain situations, a spellscale infant might arouse speculation about the mother's having mated with a dragon and might be misidentified as a half-dragon.

Spellscales are, however, a distinct race. They breed true among themselves and almost never interbreed with other humanoids. In such an odd instance, any child produced is a full-blooded spellscale.

A DAY IN THE LIFE

Sjach sighed and rolled over, sleep releasing him from its embrace. He reached out toward his new wife's side of the bed, his questing hand finding only tousled sheets. Cold. She must have gotten up some time ago. He pulled the down comforter over his shoulders and dozed.

When he finally woke, the noontime sun shone brightly in the room.

"Which dragon shall I honor today?" he mused. Sjach liked to vary his daily blood-quickening meditations. "It's been a while since I considered Astilabor."

He thoroughly examined his wardrobe, mentally valuing each article of clothing, tabulating the decadent amount of money he had spent on the clothes he wore when he decided to honor the Hoardmistress.

After due deliberation, he donned a sapphire-colored, velvet doublet over cloth-of-silver leggings speckled with moonstones gained from a succubus's lair. Around his shoulders, he wrapped a cape made from pegasus feathers preened from pegasi still serving the royal guard. He rounded out the outfit with goatskin boots and a similar belt that he'd won on a bet. He had done quite well as an

Illus. by D. Frazier

A spellscale selects his clothes for the day

adventurer. Nothing wrong with showing it off, especially on a day dedicated to Astilabor.

Today, he had no particular plans. He left a note to tell his bride he'd be back later in the afternoon to fix them both a lovely dinner.

He decided to meander down to the Everfull Mug. There would inevitably be a game of cards going on, and Sjach was the acknowledged local master of three-dragon ante. There was gold to be made today, and Astilabor was the perfect patron to have while doing it.

As he strolled along lazily, young voices shouting from a nearby alley drew his attention. Sjach stopped and studied the scene.

"Freak!" one boy taunted.

"Your mama slept with a dragon," another jeered.

"Dragon whelp, dragon whelp, dragon whelp," a pair of girls chanted.

Sjach was debating whether to interfere when he heard phrases he recognized. A bit too wordy and mumbled rather than pronounced, but still a decent enough rendition. The bullying children dropped softly to the ground in slumber. A young spellscale girl stood amid the sleeping children, looking equal parts horrified and proud of what she had done. She glanced at Sjach, obviously afraid of censure, and looked poised to run.

"Well done," Sjach said. "I don't think we've met before. I'm Sjach Thurkear, the Versatile." He offered her his hand.

She extended her hand warily, shaking with fear and excitement. Sjach held it for a moment, his grasp warm, strong, and reassuring. "Livinia. My folks an' me just moved here," the girl said.

Sjach nodded. "Perhaps you'd like to attend the school that's started up in the spellscale district? It focuses on learning how to use your dragon blood, as you seem to be doing with no small talent. Tell your folks to ask for Pearl at the Nine Folio Dragon bookshop."

Livinia nodded and scampered off, eager to be gone before her tormentors awoke.

Sjach left the sleeping children. He wondered what they'd think when they managed to rouse themselves. These wandering thoughts vanished when he saw the goal of his jaunt.

At the Everfull Mug, Sjach looked around, pleased that his entrance caused a few patrons to look up. It wasn't every

day that one saw a pegasus-feather cloak or such a handsome spellscale sporting it. Many of the patrons knew Sjach, though. A few called out greetings that he returned.

From a table near the back, Sjach heard the riffling of cards and the chink of stacking coins. He ambled over to the table, giving friendly nods to the players. A game seemed well under way. The cards were pretty, with different types of dragons pictured on them. Sjach watched for a few minutes, mentally noting which players would pose real challenges and which would be easy pickings.

"Everyone add two coins to the hoard," one player said with a laugh.

Silver clattered onto the center of the table. A player laid down a card and snatched up some cards from the middle of the table. Then, another player placed a third card that matched two others in front of her. The other participants groaned and pushed stacks of coins her way.

Sjach was about to sit down when he overheard a voice from nearby exclaim, "Wyvern! Where are we going to find a wizard willing to fight such a beast?" With a smile, Sjach smoothed the scales of his eye ridges and turned toward the speaker. Adventure beckoned.

"Looking for an able-bodied and bold arcanist?" he asked, approaching a booth filled with three adventuring types. "I am he."

A halfling covered in dark leather and a well-dressed human wearing a prominent symbol of Heironeous gazed at Sjach for a moment and then turned toward the other individual in the booth. *Remarkable!* Sjach thought. *Definitely dragonblood, but certainly not a spellscale.*

He looked at the stern expression on the woman's scaled face. She was broad and powerful, shorter than a human. *Is this a dragonborn?* Sjach had heard mention of them but was not sure they were more than rumor.

The group's leader, for the deference of the halfling and human made her role clear, looked at Sjach for a long time. "Perhaps," she said. "Perhaps you are. I'm Vyth, called by Bahamut to fight the wicked spawn of Tiamat. Interested in hunting a wyvern?"

Sjach smirked and nodded. "Eminently so, lady. Sounds entertaining, to say the least."

By nightfall, they were camped miles away on the trail of the beast. Vyth drilled everyone at length on suitable tactics for the upcoming conflict.

As Sjach fell asleep, he realized that he had forgotten to send word to his wife that he was going out of town. *Ah, well. She'll understand,* he thought as he dozed.

APPEARANCE

Spellscales exhibit all the best characteristics of dragons in a compact humanoid form. Their skin, formed of lustrous scales, comes in a wide variety of hues, including nearly every color of the rainbow. No spellscale is merely one color, but each displays a rich spectrum of variants on his main color. A spellscale who is primarily green might have patterns of a deeper, forest green over his body, fingernails and toenails of a slightly lighter green, and eye ridges and nostrils that are a deep greenish aquamarine. The coloration is complex, making a spellscale look much more elegant than other scaled humanoids such as kobolds or lizardfolk.

SPELLSCALE RACIAL TRAITS

- +2 Charisma, –2 Constitution. Spellscales are charming creatures who often neglect their physical bodies while pursuing intellectual or social interests.
- Medium: As Medium creatures, spellscales have no special bonuses or penalties due to their size.
- Spellscale base land speed is 30 feet.
- Low-Light Vision: A spellscale can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Humanoid (dragonblood): Spellscales are humanoids with the dragonblood subtype. For all effects related to race, a spellscale is considered a dragon.
- Blood Quickening: Each day, a spellscale can perform a draconic meditation to gain a benefit. Variations of this meditation are described in the Blood-Quickening Meditations sidebar, page 25.
- Automatic Languages: Common and Draconic. Bonus Languages: Dwarven, Elven, Gnome, and Halfling.
- Favored Class: Sorcerer. A multiclass spellscale's sorcerer class does not count when determining whether he takes an experience point penalty for multiclassing.

AGE

Spellscales mature quickly compared to other humanoids. Sorcerers of spellscale descent often start their adventuring lives earlier than members of most other races.

Table 2–1: Random Starting Ages

Races	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Spellscale	12 years	+1d4	+1d6	+2d4

Table 2–2: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Spellscale	35 years	70 years	140 years	+2d10 years

HEIGHT AND WEIGHT

Unlike in most other humanoid races, spellscale females tend to be larger than males. Spellscales stand as tall as short humans, with little difference in weight between the sexes.

Table 2–3: Random Height and Weight

Races	Base Height	Height Modifier	Base Weight	Weight Modifier
Spellscale, male	4′7″	+2d6	90 lb.	× (2d8) lb.
Spellscale, female	4′10″	+2d8	100 lb.	× (2d8) lb.

CLOTHING

Spellscales dress eccentrically, but their effusive charm enables them to create pleasing looks. The fashions and stylings they use are clearly and purposefully unconventional. Every aspect of dressing is a variable that spellscales experiment with.

Cotton, linen, silk, and wool are the basic building blocks of fashion. An almost infinite variety of fabrics can be made from them, with varying degrees of softness, density, weight, and finish. Textures can be smooth or coarse. Fur and leather come from many different creatures and can be treated in many different ways. Even with all this variety, spellscales often use unusual materials for their clothes, including paper, feathers, and even woven hair.

Diverse spellscale tastes have also driven innovations in the dye and pigment industry for many years. They have provided the consumer demand and the financial backing for alchemists, clothiers, and tanners to experiment. A dye's unique traits when applied to fabric can be as valuable to a spellscale clotheshorse as the pigment's rarity.

Colors can be solid, but stripes, checks, houndstooth, and herringbone are only a few of the many patterns into which thread or yarn can be woven to produce cloth. An incomparable hue woven into an original pattern can set a spellscale dandy apart from his peers.

Clothes can be perfectly tailored to fit one's body, but just as interesting to the spellscale is clothing that is intentionally too big or too small. An oversized white jacket that looks as if it would fit an ogre makes a memorable statement on a lithe spellscale's frame.

Long robes, tunics with many pockets, trousers featuring numerous straps and buckles—spellscale styles are as numerous as snowflakes in a blizzard and just as unique. In addition to creating their own fashions, spellscales happily choose from among all other humanoids' styles. Spellscales enjoy both selecting which articles of clothing to wear and mixing or matching each piece. One outfit might be a purple velvet doublet over dazzling white breeches made from the tanned hide of a frost worm, with boots made from purple worm skin and girallon fur. Another spellscale might garb himself in plain brown robes with fur trim and lining made from rats captured at the local docks. The ensembles look striking and are often attractive, but they clearly show a whimsical, novel approach to fashion. Spellscale clothing might be admired, but it's too odd to set many trends.

Illus. by E. Cox

A typical spellscale looks like this . . .

GROOMING

In personal grooming, spellscales utilize as much creativity as they do with their attire. While individuals tend to keep themselves very clean, spellscale grooming techniques allow for nearly infinite variations on one's appearance. A spellscale's innate vanity is often overcome by his desire to make a statement with a new method of body adornment.

Spellscales have developed ways to highlight and tint their scaly skin, much as other humanoids can color their hair. Grooming options for their scales include simple lotions and creams that give a glossy sheen to their skin. This gloss is often tinted with colors hinting at any of the chromatic or metallic dragons. Those seeking hues that are more daring often choose amber, violet, or a pastel color. Such tinting lasts for six to eight weeks.

Some spellscales have just the tips of their scales tinted or tattooed. Simple lines serve to give depth and definition to scales. Putting a wavy pattern on the edges of scales lends a softer, almost ruffled look.

Tattoos offer even more options to audacious spellscales. The permanent nature of a tattoo proves no deterrent to a spellscale who decides to acquire one. A tattoo is seen as a great way to capture a moment or a feeling that one wants to remember forever. Spellscale tattoos also reflect current fashions and popular trends at the time of inking.

Given the changeable nature of a spellscale's affections and interests, tattoos provide a unique record of his life. They might offer tantalizing hints to an observer. A sedate, solitary spellscale known for his conservativism and his views opposing intoxication might have a tattoo on his right arm that reads "Don't hesitate!" and sport the emblem of the Tipsy Dragon Brewery on his neck. These tattoos suggest that the spellscale wearing them was not always so straitlaced.

Of course, numerous ways exist for spellscales to rid themselves of their tattoo chronicles. The simplest and most often used way to do away with unwanted ink is to incorporate a dated tattoo into a larger design, using some of its existing lines and filling in others. Simple illusion magic or items can be effective, if temporary, ways of altering these mementos. As an expensive, extreme measure, some spellscales resort to a *regenerate* spell.

Spellscales use their hair as another way to show off their originality. They test variations of hairstyles, including curling, straightening, braiding, dreading, and shaving. Many dye their hair. Some opt for garish colors such as purple, yellow, and blue. Color combinations tend to be popular. These are sometimes modeled after other creatures, such as couatls, tigers, or even phase spiders. Of course, hair dyes need not color one's entire hairdo—many hair treatments just use one or more streaks or highlights.

PSYCHOLOGY

"One cannot understand the concept of free-spiritedness unless one has met a spellscale."

—Enialis the Erudite, loremaster

Of all the wondrous aspects of the world, the most exquisite is magic. Spellscales feel the pull of their dragon blood toward the magic that suffuses their very beings. Magic sings and thrums throughout the multiverse, but it resonates more strongly and purely in the spellscale race than it does in any other humanoids.

Spellscales are perpetually curious and full of wide-eyed wonder at the beauty and diversity of life. They seek

BLOOD-QUICKENING MEDITATIONS

As part of his daily introspection, a spellscale focuses his mind with mental exercises for one hour, attuning him to benefits tied to one of the dragon deities. This blood-quickening meditation, as it is called, centers a spellscale's mind on his sorcerous nature and enhances it by connecting it to a draconic divinity.

Each day, a spellscale chooses one meditation to perform and can gain no other benefits from another meditation until the next day.

- The benefits of the performed meditation last for 24 hours.
- Meditations that grant a bonus on a check provide a racial bonus equal to half the spellscale's character level.
- Feats gained are temporary but otherwise treated as if the spellscale had taken the feat, except that having the feat in question doesn't count for the purpose of meeting any requirements or prerequisites.

The meditations are individualized according to the dragon deity and to suit the particular spellscale. Each spellscale performs the blood-quickening meditation differently each time—the important thing to the spellscale is to sharpen his wits and focus his power. The meditation need not be a solitary exercise. Sometimes a spellscale involves members of his household or other companions in these mental calisthenics.

Most spellscales try to perform each different meditation at least once every year.

Aasterinian: When a spellscale focuses on this whimsical deity's trickery, originality, and quick thinking, he gains a bonus on Disguise checks and the use of the Improved Counterspell feat three times on that day.

Sample Meditations: A spellscale tries to sneak into a library of arcane lore. Another spellscale endeavors to figure out a new way to use his *silent image* spell.

Astilabor: Focusing on the Hoardmistress brings about a sharpened perception of the value of things. The spellscale gains a bonus on Appraise checks and has unlimited use of the Eschew Materials feat for the day.

Sample Meditations: To honor Astilabor, one spellscale goes through all his gear, evaluating its quality. Another adds up all the treasures he and his party have acquired over the past month.

Bahamut: Meditating upon the King of the Good Dragons enhances a spellscale's ability to oppose evil creatures. When he casts a spell, he can choose any creature targeted by or within the area of that spell. If the selected creature is evil, the spell deals 2d6 points of damage to it in addition to the spell's normal effects. A spellscale can use this ability three times on the day this meditation is performed.

Sample Meditations: One spellscale chooses to spend an hour with his dragonborn friend, asking her what it was like to be called by Bahamut. Another contemplates the differences between the various metallic dragons.

Chronepsis: Meditation upon the Silent imbues a spellscale with a bonus on Listen checks and the use of the Silent Spell feat for the day.

Sample Meditations: One spellscale spends an hour of meditation in silence. Another contemplates how difficult it must be for the Watcher to merely observe without ever interfering.

Falazure: Focusing upon the Night Dragon attunes a spellscale to the immensity and power of death. He can treat all *inflict* spells as being on his spell list for the purpose of using spell completion and spell trigger magic items on that day.

Sample Meditations: Cutting an apple and watching it brown and decay for an hour is how one spellscale honors Falazure. Another regales the other patrons at an inn with the tale of his encounter with a ghostly dragon.

Garyx: Considering the power of the All-Destroyer evokes ways in which to broaden the power of spells, especially the destructive kind. A spellscale who performs the meditation of Garyx can use the Widen Spell feat twice on that day.

Sample Meditations: One spellscale creates a beautiful, calligraphic interpretation of Garyx's name and holds the corner of the paper as he slowly lets it burn to ash. Another contemplates the howling winds of Pandemonium and wonders if they drove Garyx mad.

Hlal: When a spellscale performs the meditation of Hlal, he revels in the expansiveness of life and indulges in a grand, hyperbolic consideration of existence and magic. He gains a bonus on Perform (storytelling) checks and the use of the Heighten Spell feat three times on that day.

Sample Meditations: The most customary meditation involves rehearsing or telling a story, especially a funny one. A spellscale in a more serious mood might contemplate what restraints he has on his life and how he might remove them.

Io: A spellscale who considers the role of the Great Eternal Wheel in the multiverse acquires insight into the workings of magic. He gains a bonus on Spellcraft checks and the use of the Empower Spell feat three times on that day.

Sample Meditations: The multicolored and metallic disk that is the holy symbol of Io is an ideal meditation tool. Its colors change and shift slightly in different lights and at diverse angles. Many spellscales spend their meditation hour staring at the disk as they slowly rotate it.

Another common meditation is for a spellscale to wonder if he has ever met Io, since the Swallower of Shades can appear as any sort of draconic creature. The spellscale considers all the dragons or dragonblood creatures he has ever encountered.

Lendys: Contemplating the Scales of Justice requires a stillness of mind and body. A spellscale who does so gains a bonus on Concentration checks and the use of the Still Spell feat for the day.

Sample Meditations: Spellscales usually discipline their bodies when honoring Lendys, sitting still for a time or performing slow, gentle exercises. Another method is to use a balance scale and measure out two different materials, trying to get them to balance, such as a gold coin on one side and a bouquet of flowers on the other.

Tamara: Meditating about Her Mercy renders a spellscale better able to sustain life and thwart death. He treats all *cure* spells as being on his spell list for the purpose of using spell completion and spell trigger magic items on that day.

Sample Meditations: During a meditation devoted to Her Mercy, a spellscale often creates a plan of self-improvement. Alternatively, he might visit an infirmary and tend the sick.

Tiamat: Focusing on the Creator of Evil Dragonkind enhances a spellscale's ability to oppose good creatures. When he casts a spell, he can choose any creature targeted by or within the area of that spell. If the selected creature is good, the spell deals 2d6 points of damage to it in addition to the spell's normal effects. A spellscale can use this ability three times on the day this meditation is performed.

Sample Meditations: Contemplating Tiamat might include admiring the quantity and diversity of her spawn. Another approach is to create or further some subtle, evil plot.

encounters of all sorts to broaden their understanding. Anything and everything can attract a spellscale's curiosity. No matter how objectively lovely or horrific an object, creature, or experience is, it merits deep attention. The myriad colors of a sunset, the whorls and patterns on a human's fingertip, the fur and feathers of an owlbear, even the diversity of sizes and shapes of a gibbering mouther's many maws—all these phenomena are unique, noteworthy, and attractive to a spellscale who might later incorporate these details into song, art, or even dance.

Despite spellscales' deep-seated curiosity and fascination with exploration, they do not act foolishly. Although one might admire the fur and feathers of an owlbear, he has the common sense to render the creature harmless before examining it in detail.

Spellscales' curiosity is not limited to the outside world. Even as toddlers, spellscales expend a great deal of time and effort on self-analysis. They focus their attention on their bodies and minds. Spellscales listen to their heartbeats and breathing when at rest and after vigorous activity. They heed their true thoughts and feelings, expressing them when doing so is prudent. What pleased me today? What angered me? What bored me? How can the next day include more of the interesting and less of the dull?

Most spellscales spend part of each day in introspection, examining the physical, mental, and emotional changes their recent experiences have wrought. They then focus their energy upon the coming day and prepare to face it by dedicating themselves to one of the draconic gods. This blood-quickening meditation can center on any dragon deity, not necessarily one of an alignment compatible with that of the meditating spellscale. See the Blood-Quickening Meditations sidebar for more information.

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LIVING WITHOUT APOLOGY OR EXPLANATION

While a spellscale meditates and seeks inner truth, he views his interpretations as subjective. He lives life without lingering regret. After all, everything he has experienced or done has contributed to the individual he is today. A spellscale is usually happy with who he is.

Apologies

A spellscale can't bring himself to apologize for anything. Perhaps the outcome wasn't what he anticipated, but trying the action was what he fully intended to do. One shouldn't apologize for something one meant to do.

Parents of spellscale children quickly learn that demanding their child apologize for any action either leads to a rebellious but truthful refusal or a white lie. False apologies become more apparent when the child resumes the activity that prompted the situation in the first place.

Parents of a spellscale child soon come to learn that telling their child to behave well is practically fruitless. The equivalent spellscale parental saying is, "Be wise."

Roleplaying Application: Most of the time, don't offer apologies. If one is demanded of you, be very specific about what you're sorry about. Don't apologize for what you did; apologize for unforeseen or unwanted consequences. Thus, after unintentionally catching a couple of companions in the area of your *fireball* spell, don't say, "I'm sorry I cast that spell." You might say, "It's unfortunate that you got hurt." This statement expresses a truth but doesn't admit to any culpability or regret.

Explanations

What use is it to give an explanation after you do something? What did you do? Why did you do it? Most of the time, what people want to hear isn't what really happened. Someone doesn't always know why he did something at a particular moment—it simply seemed a proper thing to do at the time. However, when asked, a typical nonspellscale creates some plausible explanation to placate the hearer. Spellscales dispense with much of this social baggage by often simply refusing to answer.

Roleplaying Application: Don't bother to explain yourself. If you are asked why you did such-and-such or what you were thinking at a particular time, merely smile, shrug, or ask the questioner what it is she expects as an answer or why she cares. Whatever happened, it's over and done. If you ever find yourself forced to give an explanation, either be truthful or so outrageously untruthful that it mocks your interrogator.

SPELLSCALE LIFE

"Spellscale emotion and behavior is the triumph of sensibility over common sense."

—Finstarian, the Wronged

"The only constant is magic."

—Spellscale adage

Spellscales approach life with intensity, always living in the now, and caring little about the past or future. A spellscale wholeheartedly pursues whatever he's doing at the moment. His current career, hobby, or relationship is of paramount importance. He ardently believes whatever he professes and what he values at any particular time is permanent for him. That is the truth of the moment.

With the exceptions of sorcery and family, spellscales never pursue the same objective or feel the same way for very long, though. Their interests change, they grow bored, or they simply find something or someone newer

and more intriguing. This change is sometimes made in a carefree manner and sometimes with deep regret.

To an outside observer, an obvious tension exists between a spellscale's ardent pursuit of the moment and the mercurial nature of his desires. An impartial and ignorant observer might assume that whatever a spellscale is wrapped up in is a constant passion or a lifelong pursuit. Anyone with a modicum of insight about the race, however, knows that a spellscale's focus inevitably changes.

Crucial to comprehending spellscales as a race is understanding that they truly don't see things that way. Their hearts and minds tell them that "now" is the ultimate truth and will remain so forever. Even if one points out to a spellscale the transitory nature of his past interests, the spellscale always feels that this time is different. This time, it's permanent.

LEISURE

Spellscales enjoy leisure. They use their free time in a great variety of ways, depending upon each individual's current philosophy and temperament. One spellscale might lead a highly ordered life in which he maximizes every moment of time. For him, everything must have a purpose, a stance rather like the dragonborn's philosophy. Another spellscale might indulge in hedonistic activities, putting personal comfort and pleasure above all other concerns.

GAMES

Spellscales love board games, dice games, card games, social games, and roleplaying games. They especially enjoy games in which both skill and luck affect play. These are the richest of experiences, enabling the use of strategy and experimentation while maintaining an element of chance.

It should come as no surprise that the game of three-dragon ante is a spellscale favorite. This card game combines the luck of the draw with both strategic and tactical play. Spellscales happily spend hours at a time wrapped up in this fanciful diversion.

Roleplaying Games

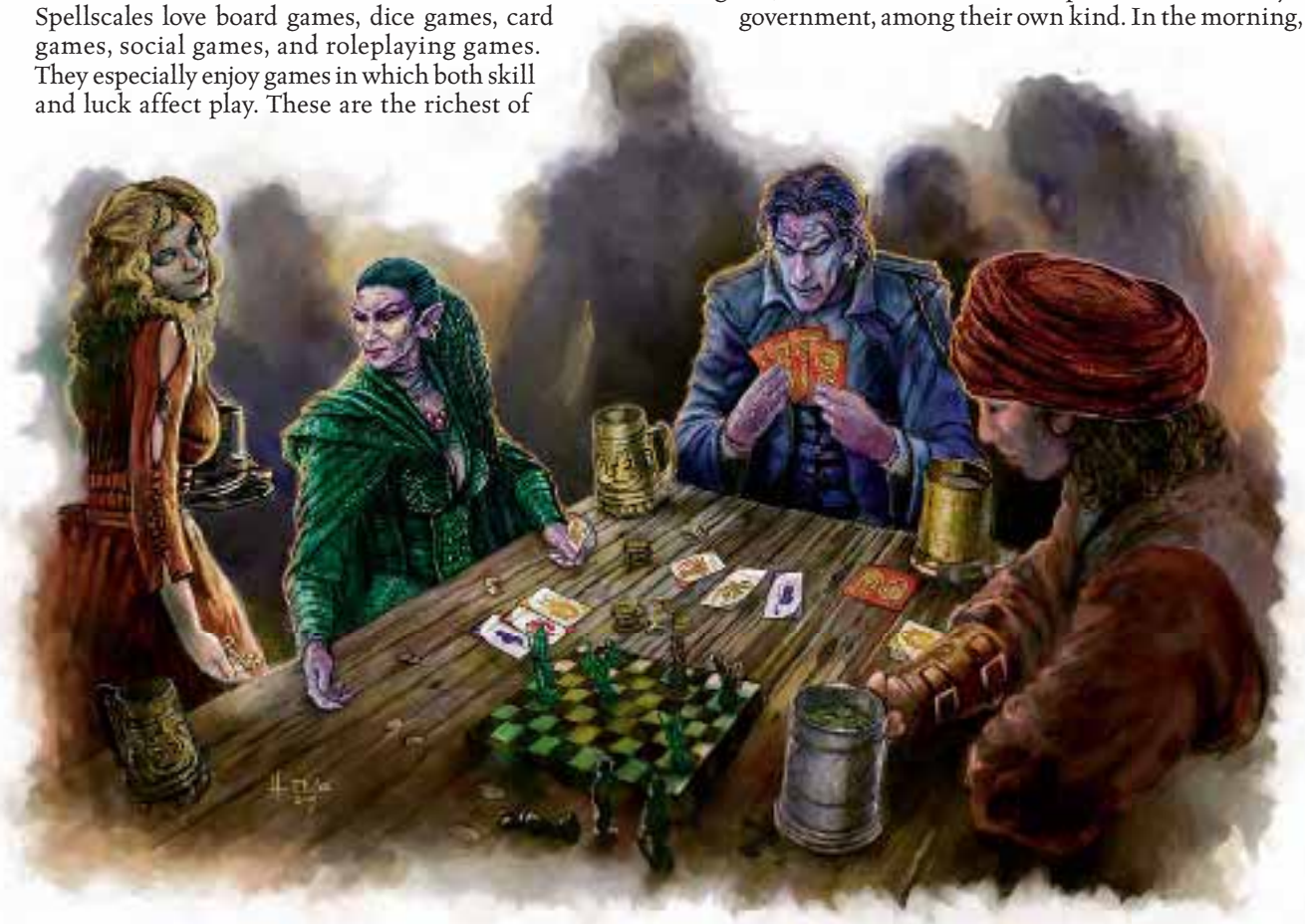
Spellscale children love to test different ideas and diverse roles. They regularly play "Let's Pretend" games, adopting roles as varied as grocer, town guard, blacksmith, parent, and adventurer.

When adopting a role, a spellscale shows a great deal of imagination and creativity. He won't necessarily heed traditional ideas. Gender roles are bent or broken. Physical realities are disregarded. Thus, a puny, sickly child could gleefully pretend to be a beefy guard, a boy might play at being a mother, or the biggest child might make believe he's a mouse being chased by the other children playing as cats.

Rules in these games are fluid, amounting to whatever the children agree upon at the moment, and are quite likely to change several times in one play session.

Ruler for the Day

Spellscale children play this specialized roleplaying game, which is a microcosm of a spellscale community's government, among their own kind. In the morning,



Spellscales enjoy games of all sorts

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the children draw lots to see who gets to be the ruler that day. The elected ruler makes all the decisions within the children's purview, dictating how the day is spent, what games to play, how chores are done, and who has to do them. In this way, spellscale children experience both leader and follower roles. At one time or another, they act as oppressors or liberators, slave masters or slaves, caring representatives or ruthless autocrats. Most of them learn that it's better to be reasonable, fair, and kind than arbitrary, ruthless, and mean, but also that every viewpoint has its merits and flaws.

ARTS AND CRAFTS

Naturally gifted as performers, most spellscales find poetry, song, and music suitable venues for expressing themselves. With or without training, a spellscale enjoys experimenting in a variety of artistic disciplines.

Some become bards in the colloquial sense of the word, meaning general entertainers. Few actually become spellcasting bards. The limited potential of the bard compares poorly to the heights attainable by a sorcerer.

Spellscales take on a wide variety of activities—painting, sculpture, knitting, armorsmithing, alchemy, and more. One spellscale might try all these pursuits. He intensely engages in an activity for as long as it interests him, moving to new hobbies as they capture his attention.

Even though they often only dabble in their pursuits, spellscales do develop remarkable innovations. For instance, Terithx, a spellscale architect, was learning how to play the flute while he was designing a stronghold set on a windy mountaintop. He merged his interests and crenellated the battlements in such a way that they played a pleasing, melodious tune when the wind blew through them.

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TECHNOLOGY AND MAGIC

"Magic encompasses all universal truths—it is life, and light, and love."

—Praxis, spellscale archmage

To a spellscale, technology has some merit. Some scientific advances produce novelties and amusements. Magic, however, is the ultimate achievement. It is elusive yet attainable, devastating and marvelous. Invariably, spellscales approach magic with passion and a dedication unusual for their kind.

Magic is part of a spellscale's very being. He feels it with every blink of his eyes and sees it in every aspect of the world. It is to be felt and experienced. A spellscale pursues magic as ardently as a paladin does righteousness. This need goes beyond mere intellect and is part of a spellscale's nature—he craves it as a vampire craves blood.

Other spellscales view a spellscale without magical abilities as inferior. All else in a spellscale's life might come and go. His fascination with and devotion to magic is eternal.

LOVE

"Love. The penultimate sensation, second only to magic."

—Spellscale aphorism

"Emotionally, spellscales are perpetually adolescent."

—Saluraropicrusa, wyrm bronze dragon

Sensibility, not sense, rules spellscales in matters of affection. They feel love and other emotions with grand intensity.

Family

Spellscales don't hatch from eggs. They enter the world as live births. Like most other children, spellscales have a strong and abiding affection for their birth families, especially their mothers. It's a connection of both blood and emotion. They sometimes honor, sometimes disobey, occasionally even hate, but ultimately and always deeply love their parents and children.

This familial devotion provides a rare, stable aspect to a spellscale's emotional mayhem. To a spellscale, family is, well, family. You love, accept, and support your family, no matter what they are. After all, even if one holds conflicting views with one's brother, those views are bound to change eventually.

Perhaps one spellscale supports a righteous cause while his sister is part of the opposition. So what? Even when philosophies are entirely incompatible, siblings are more apt to gather for a family holiday and share a meal than to come to blows in armed conflict.

Romance

"Give me sweet love or bitter pain. Never curse me with mere contentment."

—Spellscale aphorism

Few aspects of life offer as much intensity as love and romance. Spellscales enjoy romantic love to the utmost, approaching it with the same wide-eyed curiosity and desire to experiment with which they view the rest of life. They delight in new relationships, from the frisson of initial attraction to getting to know a prospective partner and all the delights and perils of falling in love. Spellscales revel not only in the joys of new love, but also in the pains of heartbreak, rejection, and betrayal.

Most other individuals can't quite grasp spellscales' romantic melodramas. A spellscale's emotional history seems like a confusing and poorly written serialized play. He falls in love with someone, starts a relationship, grows bored, falls out of love, and ends the relationship. Next, he

falls in love with another, but that individual is already in a relationship, so he worships silently and painfully from afar. Eventually that individual becomes available, but the spellscale is no longer interested. He then courts an elderly spellscale, marries, and abides devoted and faithful until his spouse dies. A long period of celibacy and mourning follows. Eventually, love strikes the grieving widower. This time, he falls for someone who proves unfaithful repeatedly. Totally devastated, the betrayed spellscale seeks solace in another's arms.

These tales of love won and love lost, of betrayal and grief, seem almost farcical to members of more emotionally stable or sedate races. The most important fact to understand about spellscales is that they are always sincere. They really feel their professed emotions, and they never outgrow this intensity.

SPELLSCALES AT WAR

"Quick to war, quicker to peace."

—Dwarf saying about spellscales

Spellscales play at war, as they do most other aspects of life. They often find battle and war acceptable responses to provocation and threats. Sometimes they even start the altercation. No matter what their motivations, each conflict finds spellscales rallying both for and against the cause.

For as long as a spellscale holds a belief or philosophy, it becomes his one true path, even though in a year's time he might hold different views. Some spellscales are keen to assert or defend their paths, willing to risk death to preserve current beliefs. Intense creatures, spellscales do kill and die for their ideologies.

While spellscales may feel an initial thrill at going to war, they usually tire of battle quickly. Prolonged suffering and needless bloodshed can persuade the staunchest spellscale that his views might need some examination and alteration. Such changes of heart often lead to the cessation of war.

DEATH

Death is yet another adventure, but it presents an obstacle to worldly desires and pursuits. Spellscales usually return to the call of a *raise dead* or *resurrection* spell, feeling that they died prematurely. The joy and strife of living is better than the afterlife.

However, death speaks to the spellscales' sensibilities. They greet the passing of a loved one with a great deal of pomp, sincere grief, and histrionics. Funerals and memorial services are elaborate affairs designed to celebrate and exemplify the life and interests of the departed. Since a spellscale might have indulged in many different pursuits and friendships over the course of his life, tributes can be very long and complicated. Often, eulogists use a chronological approach, scheduling specific times for different eras of the dead spellscale's life. Mourners usually show up during the intervals devoted to the times when they associated with the spellscale. In general, only the family and the closest friends of the deceased attend the entire homage.

Having allowed their natural amorality to become twisted, some spellscales become interested in what eternal undeath has to offer. Worse fates can be had than becoming a lich or a vampire. Such a form just lends another aspect to the experience of existence.

CHANGEABLE RITUALS

Spellscales place a strong emphasis upon ritual. Each spellscale adopts a personalized, precise way to accomplish any task. What is done and the way in which it is done is highly individualized.

One spellscale might have an eating ritual in which food is consumed in a particular order. Perhaps foods are eaten in order of color—all dark-colored foods consumed first, followed by dishes lighter in color. Another individual might always read a book by starting with the last chapter, then reading the rest of the book from the front to the back. Not all rituals are about the order in which something is done. This idiosyncrasy might manifest in something as simple as only dressing in shades of blue or as bizarre as speaking only in questions.

These ritualistic behaviors are as short-lived as any other of a spellscale's interests. After a few days, weeks, months, or years, the spellscale tires of the sameness and makes a change, possibly altering, reversing, or abandoning his previously established pattern.

SOCIETY AND CULTURE

"Mad, bad, and dangerous to know."

—A saying about unruly spellscales

Spellscales place a strong emphasis on the individual, even above the community. They hold self-realization as a major motivation. The world offers so much to experience, to learn, and to feel.

Spellscale philosophy states that, since every individual occupies a unique physical place in the universe, no two individuals can ever have exactly the same experience. Everyone stands in a different place, making his angle of perception different from that of every other. Spellscales extend this philosophy of unique placement to the social, emotional, and intellectual dimensions. The differing vantage points of each individual are what make him or her unique. Spellscales value these differences and explore them both through their daily meditations and through seeking a diversity of actions and experiences. They call this "following one's blood."

Spellscales value differences, but they have an odd approach toward prejudice and intolerance. As a whole, spellscale society accepts everything. Since it's so thoroughly part of spellscale nature to experiment, going through different fads or phases of philosophy, tolerance tends to be the default attitude. However, as part of a spellscale's personal growth, he might adopt an extremist view, perhaps a prejudice based on culture, race, or alignment. Spellscale culture tolerates these fringe philosophies, mostly because one spellscale has little power to enforce his views on others. Other spellscales are busy with their own pursuits.

It's okay to be a devout pacifist who consumes only food and drink that was created by magic because killing anything, for food or otherwise, is abhorrent. It's equally okay to be intolerant of such pacifist magivores. Neither

spellscale's physical mistreatment or oppression of the other is likely to be allowed, however.

GOVERNMENT

Spellscales usually inhabit a land with its own system of governance, law, and taxation. They'll do what's necessary to get by as citizens of that land, but they have their own ideas about government. Depending upon what the local authorities are willing to put up with, a spellscale community within a larger municipality has its own organization and its own ruler—either openly or in secret.

The caprice and individuality of the spellscale race is nowhere so perfectly epitomized as in its form of government. Every year, the spellscales in a community hold an election lottery. In a public ceremony, a large, black box is prepared. One gold bead is mixed with silver beads, the lot equaling the number of adult spellscale residents of the community. Every adult spellscale then pulls a bead at random, and whoever pulls the gold bead is the new ruler. This individual rules in whatever fashion he chooses for one year. He has full authority and must be obeyed, and he gets to choose his title (often "King" but sometimes as quirky as "Your Grand Pomposity" or as severe as "Autocrat"), advisors, and staff.

The leader cannot alter two fundamental rules. A new, purely random election must take place the next year. Also, any spellscale who wants to do so can move away from the community until the next election.

As can be expected from such a random process, the quality and intensity of leadership varies greatly. One year, the ruler might not do anything, making no rules and collecting no taxes. The next leader might rule with an iron fist, demanding military service and taxes and imposing a tyrannical, bureaucratic government.

In general, spellscales find this diversity intriguing and fulfilling. Where else can you live and experience such a multiplicity of governments?

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SPELLSCALES AND OTHER RACES

Spellscales view members of most other races as too limited in their perspectives and pursuits. No other race has the spellscales' natural inclination for sorcery. No other race finds the entire world so fascinating.

Dragonborn: Spellscales consider dragonborn distantly related creatures, as a human might view a third cousin by marriage. The dragonborn's singularity of intention interests spellscales, because every dragonborn seems to have the same purpose and the same drive. Fascinating in a way, if terribly dull.

Dragon-Descended: Spellscales share a kinship with draconic individuals, since they both sprang unexpectedly from an otherwise "normal" society. Spellscales have additional empathy for those with draconic heritage; most spellscales are born to sorcerers and thus have an easier time being accepted, but draconic individuals can be born to nearly any parent. Half-dragons are so mysterious that spellscales can't help but be interested in them, much to the amused annoyance of most half-dragons.

Dwarves: Spellscales think dwarves are slow—ponderous in their physical movement, their social bonding, and their decision-making. Nevertheless, dwarves are mesmerizing to observe in this slowness. A spellscale blissfully watches a dwarf in action and often correctly predicts the outcome of that action. Far from being boring, this activity is comfortable and reassuring, akin to rereading a favorite novel.

Elves: While elves have the right idea when it comes to holding a fine appreciation of magic, they're too academic in their approach to matters arcane. However, everyone is entitled to his own eccentricities, and the elves' racial penchant for wizardry over sorcery is peculiar but acceptable. Aside from this, spellscales see elves as graceful, free spirits who have a love of life nearly equal to their own.

Gnomes: In their many musings, most spellscales wonder what place gnomes have in the multiverse. Spell-like abilities in a humanoid race are unusual, but what real good are a couple of cantrips and the ability to talk to furry creatures that live in the ground? Further, many gnomes only dabble in spellcasting as bards, forever isolated from the splendors of mighty magic. Most spellscales view these sadly hampered humanoids with a mix of pity and compassion, treating them gently, as one would a slow-witted child, to be protected and educated.

Half-Elves: Most spellscales' outlook toward half-elves can be summed up in a phrase: charming, quite charming. Half-elves have a resourcefulness born from a mixed heritage. They have poise and personality. And, like humans, a half-elf can do just about anything. This flexibility and variability is to be respected.

Half-Orcs: A bit too crude and boorish to hold much social attraction for spellscales, half-orcs nevertheless prove physically fascinating. Not even half-orcs notice the nuances of their physiology. A spellscale might marvel at how one half-orc's lower teeth point inward and another's outward, or at just how capable a half-orc is in toe-to-toe battle and feats of strength.

Halflings: Fellow storytellers and agreeable folk, halflings and spellscales get along well. Spellscales appreciate how halflings fill many niches in the societies of other races while retaining a distinct outlook.

Humans: Humans, with their nearly infinite diversity, appeal to spellscales' curiosity. Humans vary greatly in their lifestyles, ambitions, and philosophies. Each individual is unique and interesting. The human race is young compared to dragons or dwarves, adding to its charm. Spellscales treat humans with a fond tolerance.

Kobolds: These creatures try hard as sorcerers, they really do, but they're far too limited in their talents and their worldview. The kobold race's inclination toward both strict loyalty and sociopathic behavior perplexes spellscales. How could a race with so much potential limit itself with such philosophical baggage?

True Dragons: While spellscales admire and revere dragons, ever curious about them, they feel no particular attraction for them. A spellscale is naturally interested when presented with an opportunity to investigate a dragon's lair or converse with a friendly dragon, but he is equally fascinated to explore the nooks and crannies of a human city or delve into the depths of the earth. Spellscales acknowledge the link between themselves and dragons, but they view themselves as something apart from dragons—and possibly, in a small way, superior.

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OTHER RACES AND SPELLSCALES

Unlike dragonborn, characters of other races who are drawn to the spellscale lifestyle and psychology cannot merely undergo a ritual to become a spellscale—at least such is the general belief. Because dragonborn can only come into existence through a ritual, whereas spellscales are born naturally, this belief has become entrenched. But no arcane feat is beyond those with a will to make changes. The Rite of Spellscale Assumption enables individuals of other races to become spellscales.

Rite of Spellscale Assumption

The Rite of Spellscale Assumption is a rare procedure that allows a character to fully manifest latent draconic potential within his body, transforming from a member of his original race into a spellscale.

Becoming a spellscale is a choice that is made only after long consideration. Giving up one's heritage is not to be done impulsively. It is a choice one makes knowing full well that when the rite is complete, all vestiges of one's former race are wiped away, replaced by a body and a look that might at first seem alien and awkward.

When the rite begins, the subject spends six consecutive days fasting and meditating on texts discussing spellscale history, demeanor, and characteristics. The character uses this time to fully get into the heart of what it means to be a spellscale.

After the meditation ends, the prospective spellscale bathes in a special mixture of fragrant salts, water, and dragon scales for 24 hours, with a spellscale ritualist standing over the water, chanting the words of the rite. When the period of chanting has passed, the character arises from the bath. As he does so, he finds himself magically transformed into a spellscale.

Prerequisites: Any willing humanoid can undergo the Rite of Spellscale Assumption. The rite must be performed by a spellscale who can cast the *polymorph* spell and who has at least 10 ranks in Knowledge (arcana).

Benefit: This ceremony converts any nondraconic humanoid into a spellscale. A character who undertakes this rite is stripped of all his racial traits, and in their place gains the racial traits of the spellscale race. See the Substituting Spellscale Racial Traits sidebar for details.

Time: The Rite of Spellscale Assumption takes seven consecutive days to complete. The ritual cannot be conducted on an unwilling subject.

Cost: This rite requires special salts and a collection of dragon scales gathered from ancient dragons of varying colors. These materials cost 2,000 gp.

RELIGION

"Magic is my religion."

—Kepesk Maekrix, spellscale

Spellscales prize magic above all else, considering it holy and giving it the reverence most other races accord to their deities. Certainly, spellscales believe that deities exist. Gods are powerful and awesome, but magic is too, in a way that surpasses even the power of the deities.

Spellscales alternately honor all dragon deities through their daily meditations. They gain great spiritual satisfaction from their devotion to magic. Their rituals blend a sense of divinity in with sorcery, uniting both spirit and blood.

Almost every spellscale goes through a religious phase, indulging in short-term excesses of pious behavior toward one god or another. During this period, many spellscales devote themselves to a dragon deity, but some are attracted to deities of magic. Boccob, the Lord of All Magics, is especially attractive because of his permissive, hands-off attitude toward his followers.

The exclusive, long-term commitment that most deities and churches demand of followers is difficult for the changeable spellscales to meet. Aside from the aforementioned bursts of piety, few spellscales consider themselves ardent followers of any one deity, dragon or otherwise. The rare spellscales who do follow one deity throughout their lives are most often worshipers of Aasterinian. The

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Messenger of Io is more willing than many other deities to indulge the spellscale's changeable nature.

MAGIC WORSHIP

Many spellscales don't worship a specific deity. They hold a much broader approach that worships magic as a whole. This worldview holds that arcane magic inhabits everything. Magic can be found in every rock, tree, animal, and creature. Each of these objects and creatures contains a soul or sacred consciousness formed of magic. Practitioners of this belief system hold that arcane magic binds the universe together.

Deities and demigods are very strong nexuses of this arcane might. Whether a deity is or was a mortal being or is merely a personification of an ideal means little to a spellscale. Humans believe that it's possible to ascend to godhood, as St. Cuthbert did. Spellscale magic worshipers also believe that if one is able to harness sufficient arcane energy, one can become a god.

LAW AND CHAOS, GOOD AND EVIL

"For every individual, one true morality exists, but for everyone it is different. It differs both by the person and by the day. That makes it no less true."

—Spellscale aphorism

Spellscales are great experimenters. They feel that change is a natural outcome of experience. As part of their lives and personal growth, they often try out different worldviews, philosophies, and alignments.

Spellscales are also tolerant of other worldviews. While each makes determinations about what is good or right for him or her as an individual, spellscales don't usually seek to apply this philosophy outwardly. For a spellscale, right and wrong is a personal matter.

HOLIDAYS

Spellscales host celebrations and holidays at irregular intervals compared to other races. They make merry when it suits them, involving family, friends, and the community as they please. It's common for a celebration to start small and grow large. One household might throw a party to celebrate a daughter's return from war. If the neighbors hear of the festivities, they might come to welcome the daughter home. News spreads, and soon it's a community-wide event, complete with banners and a parade.

Election Day

The most important and the only regularly celebrated spellscale holiday is Election Day. The date of this celebration is variable. It's always held no more than a year after the current spellscale leader took power, but because an election is also held to replace a leader who dies, it's not always on the same date.

Election Day is a wonderful time in a spellscale community. All the businesses close down for the day, and a party atmosphere ensues. The day is filled with glorious potential. Any spellscale might become the community's next ruler. Candidates for leadership spend the day telling

SUBSTITUTING SPELLSCALE RACIAL TRAITS

The technical details of giving up your previous race and taking on the aspects of the spellscale race are different from those for a character who assumes a creature template. The Rite of Spellscale Assumption does not add a template to your previous racial characteristics—it replaces most of your original racial traits.

Racial Ability Score Adjustments: Remove your previous racial ability score adjustments, replacing them with the spellscale's racial ability score adjustments. Recalculate hit points, attack modifiers, saving throw modifiers, spells per day, and other characteristics to reflect your new ability scores. If your Intelligence changes, do not change your allocation of skill points; simply use your new Intelligence score to determine skill points gained for future class levels or Hit Dice.

Racial Hit Dice: You lose any racial Hit Dice from your previous race, as well as all benefits gained therefrom (base attack and save bonuses, skill points, hit points, and so on).

Languages: You retain any languages you already know. You gain Draconic as an automatic language.

Favored Class: You retain your original favored classes and gain sorcerer as an additional favored class.

Level Adjustment: You lose any level adjustment from your previous race.

Other Racial Traits: You lose all other racial traits from your original race, including size, speed, sensory abilities, bonus feats, skill bonuses, attack bonuses, save bonuses, spell-like abilities, and so forth. Two specific instances benefit from clarification.

- If your original race granted you a nonspecific bonus feat (such as the one gained by a human at 1st level), any feat can be lost, so long as it is not a prerequisite for another feat you have.
- If your original race granted bonus skill points, you should deduct an appropriate amount of skill points from your current skill ranks. The specific skills affected are up to you, but the DM's input might be required to adjudicate tricky situations (such as multiclass characters who might have purchased ranks of various skills as both class skills and cross-class skills).

The loss of racial traits might mean you no longer meet the prerequisites for a prestige class, feat, or some other feature. In general, you lose any special ability for which you no longer qualify, and nothing is gained in its place. A couple of exceptions exist.

- If you no longer qualify for a feat due to undergoing the rite, you lose the feat and immediately select a new feat for which you qualify in its place. You must also replace any feat for which the lost feat was a prerequisite.
- If you no longer qualify for a prestige class, you lose the benefit of any class features or other special abilities granted by the class. You retain Hit Dice gained from advancing in the class, as well as any improvements to base attack bonus and base save bonuses that the class provided. If you later meet all the prerequisites for the class, you regain the benefits.

After removing your old racial traits and altering other attributes based on those traits, apply the spellscale racial traits as described in this chapter.

tales of all the wonderful, interesting things they would do if chance favors them.

First Spell

Magic is central to almost every spellscale's life, and this importance is emphasized on the holiday called First Spell. The day that a spellscale child learns to cast his first spell is a day of joy. A celebration of the event indulges the new spellcaster in every way. It's his special day. The spellscale's parents throw a party, inviting all the child's friends. Guests bring gifts of spell components or focuses. No matter how short the notice or how poor the guest's pocket, everyone brings something, be it as humble as a feather or as grand as a large mirror suitable for a *scrying* spell.

New Spell

Spellscales love breakthroughs. When a spellscale discovers a new way to shape magic, it's a wonderful event. If a spellscale creates a new spell, the community honors him, and every member of the settlement gathers to see the new magic demonstrated. The spellscale casts the spell and then describes in detail what materials he used and precisely how he was thinking, feeling, intoning, and gesturing. He repeats this process as many times as he can every day for a week. At the end of that time, he gets to give the new spell a name that his community uses for it from that point on.

HISTORY AND FOLKLORE

The spellscales' fascination with the world and themselves has led to a rich and varied body of folklore. Spellscales view these tales with nonchalance and acceptance, dealing with each one as if it were true. A spellscale accepts paradoxes and contradictions in folklore as a matter of course.

ORIGIN STORIES

Spellscales have a number of stories to explain the origin of their race. One of the most widely told is presented below.

Magic the Entity

Magic is real, as we all know. What few know is that Magic is sentient. It has thoughts and feelings. Long, long ago, Magic existed all alone and all-powerful. One day, it realized it was lonely, so it created the multiverse and all the magnificent and horrific creatures and places. It made some creatures, such as dragons, intensely magical, and others, such as dogs, with only the magic of life itself.

This activity pleased and amused Magic. For millennia, Magic watched the grand panoply of the world's events without further interference. It observed, entertained by the creativity and unpredictability of the many things it made. It saw conflict and cooperation, wars and peace, grand empires and humble households. All provided pleasure to Magic. It did not judge what was good or bad. Such petty distinctions matter to many of its creations, but not to Magic. Magic loves everything.

Recently, however, Magic began to feel lonely again. It wanted to create something new, something different, a creature that would be a microcosm of the great multiverse. Magic took a little bit of everything from the multiverse and put it into one form—the spellscale. It made these wondrous creatures and gave them to sorcerers of great power who honor Magic best. It also made spellscales a true-breeding race so that they can have more spellscale children, providing Magic with new generations to ensure the continuation of its masterpiece creation.

This story explains why a spellscale is so changeable in nature. His soul is made of a great sampling of everything in the multiverse. He is a little bit bad, a little bit good, a lover, a hater, a creator, a destroyer, a warmonger, and a pacifist, accepting and rejecting every philosophy and worldview because each one is both true and false.

RECENT HISTORY

As a new race, spellscales have just begun making their mark on the world at large. The tale of one recent series of events is recounted below.

Magehaven's Militia

A group of spellscales settled together to form the community of Arcaniss Okarthel, more commonly called Magehaven. They chose a sparsely inhabited area about midway between a human village and an elf town. Once they began to build on the land, both the humans and the elves sent envoys to speak with them. The land they had chosen for their home was a contested tract that both groups claimed for their own.

The elected leader of the spellscales was a female sorcerer named Bensvelk Renthij. An individual with strong diplomatic skills, she was able to diffuse the tension and broker an agreement between the three races called the Okarthel Accord. In return for permission to use the land, the spellscales agreed to patrol the surrounding area, reducing the goblin brigand activity that had been an annoyance to both the humans and the elves. All was well in Magehaven until the next year's election.

The newly elected leader was Darstrik Orn, a spellscale with an unusually abrasive personality. He decided since he hadn't been the one to sign the Okarthel Accord, he didn't need to abide by it. He disbanded the militia, and the goblin activity resumed.

When the elf and human diplomats returned to sort out the misunderstanding, Darstrik met

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Illus. by E. Cox

them with cold words and an immovable mind. The envoys felt as if they had been tricked. They sought out Bensvelk, who tried to soothe their anger. She did much to assuage their apprehension, explaining the eccentricities of spellscale government. Bensvelk started up an entirely volunteer militia, and she enlisted many recruits to patrol the area. After all, the patrols helped Magehaven at least as much as the other humanoids. The diplomats eventually departed, appeased but ill at ease.

Now, more of the world knows about spellscales and spellscale habits. As a race, they are viewed by most as unreliable allies. Diplomats who know—or think they know—what spellscales are about sometimes attempt to ensure that every adult (that is, every potential leader) in a spellscale community approves of any treaty and agrees to honor it. In such a situation, the diplomats suppose, a newly elected leader can't disregard an agreement as easily. In point of fact, however, any agreement made by a spellscale is subject to being rescinded at any time—a previous unanimous vote notwithstanding.

Illus. by E. Cox

LANGUAGE

Unquestionably, Draconic is the most important language to spellscales. It's the language of dragons and of magic. Spellscales also speak Common and other languages for mundane communication. (For more information on Draconic, see page 146.)

NAMES

Spellscales born to spellscale parents usually are given elaborate names in Draconic. Their names reflect their parents' philosophy and interests at the time of the child's birth. It's typical for these names to be idiosyncratic. Many a spellscale has a name or part of a name that translates from Draconic into odd aphorisms such as "Diamonds Are Forever" or "Barbarians Are Butch," haughty statements such as "Daughter of the Master of the Illusion School" or "Prettiest Child," or even moment-dependent sentiments such as "Rainy Season" or "Blooming Daisies in a Vase on the Windowsill."

Spellscales born to nonspellscale parents have names of normal sort for members of their parents' race. A spellscale daughter born to an elf might be named Qillathe Liadon, while one born to a half-orc sorcerer might be called Ownka or Shautha.

Spellscales value their individuality and have distinctive personalities. Along with that individuality comes more than a touch of egotism. Most feel very strongly about their names and representations of their identities. They enjoy fame and recognition. Because of this, they never abandon their birth names and family names, though they might add monikers they earn such as "the Brave" or "the Talented."

SETTLEMENTS

Spellscales don't easily fit into other races' communities. They're not constant or constrained enough in their philosophies, feelings, and activities to be tolerated for long by nonspellscale settlements. It's hardly surprising, then, that spellscales form their own communities.

Often, these communities are districts inside a larger town. Spellscales take over a neighborhood through a variety of means, ranging from lawful purchases to shady deals. Some cities set aside areas for spellscale habitation, and this arrangement suits the spellscales well. Within such localities, spellscales have all the resources and amusements of a larger settlement along with a place that fosters their individuality.

STANDARD OF LIVING

A spellscale community has a disproportionate number of talented arcane spellcasters in its population. Magic is commonplace. Spellscales like to show off, most especially with their magical talents.

The community's quality of life is enhanced by simple aids such as cantrips and *unseen servants*. *Continual flame* torches serve as ordinary lighting, and many buildings are warded by *alarm* spells. Travel by means of a *mount* spell or even *phantom steed* is nothing unusual.

ARCHITECTURE

A spellscale community is a wonder to behold. Each building reflects the personality of the builder, as well as past and current residents. In the space of one city block, a tall inn with minarets, gables, and numerous bay windows might tower beside a plain, squat building with a waterfall flowing down its streetward face. A stucco and oak-beam manor house with mullioned windows seems quite ordinary beside a large, smooth wall, likely the result of a *wall of stone* spell, painted with lovely landscapes in muted hues on one side and bright graffiti on the other.

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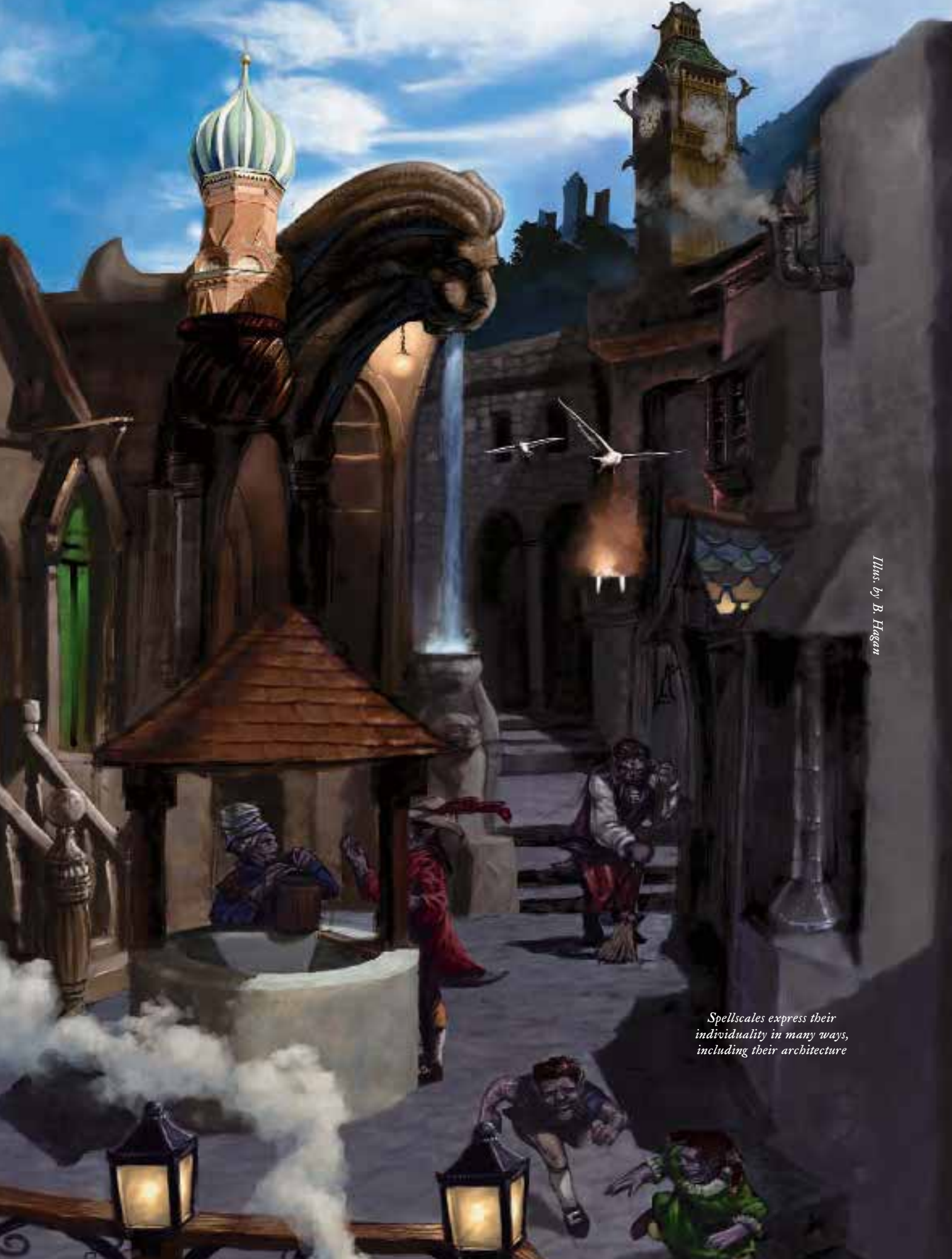
CREATING SPELLSCALE CHARACTERS

Spellscales' devotion to fulfilling their magical potential constantly comes into conflict with their desire to experiment. Many dabble in another class or two. In this way, they can still experience the power and wonder of the highest degrees of magic while indulging their curiosity. Very few spellscales sidetrack their sorcerer careers for more than two levels.

Barbarian: Some spellscales enjoy the fierce, visceral emotions that lend a barbarian his power to rage. The hardiness of the barbarian is attractive to those who might view themselves as fragile. However, while many spellscales toy



Illus. by B. Hagan

Spellscales express their individuality in many ways, including their architecture

with the idea of becoming a berserker, only a few wind up doing so.

Bard: A spellscale's racial abilities make him a good candidate for a bard. The capabilities offered by the class can fulfill the spellscale desire for arcane magic while providing some of the versatility and derring-do granted by the rogue class. Some spellscales see a bard's spellcasting talents as second-class magic, fine for other races but beneath a spellscale who is destined by birth for better.

For alternative options for a spellscale bard, see the spellscale bard racial substitution levels in Chapter 6.

Cleric: The variability of their temperaments and the fact that typical spellscales try out several different philosophies during their lifetime makes spellscales ill suited for constant devotion to one god or cause. The odd spellscale does become a cleric. He might serve one of the dragon gods, but such clerics usually have their own specific worldviews, rarely selecting an alignment-based domain.

Most spellscales don't deviate from their sorcerous pursuits to become clerics. Others might dabble. The most ardent and devoted of spellscale clerics become mystic theurges (*DMG* 192), enabling them to continue with both their sorcerer and cleric spell progressions simultaneously.

Chapter 6: Character Options includes racial substitution levels for any dragonblood cleric, including a spellscale one.

Illus. by E. Cox

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Druid: Very few spellscales feel a call to devote themselves wholeheartedly to serving the natural world. A spellscale can agree with the desire for balance and dispassion, but he is more likely to find it by experiencing the extremes rather than by eschewing all radical viewpoints. Spellscales are too filled with passion to deny themselves any particular course of action, making the career of a druid a poor choice for them in general.

Fighter: Most spellscales feel that the path of a fighter simply doesn't have enough variety to keep them interested for long. Why battle doggedly when you can have the flourish of a rogue or a bard? The truth is that their generally low Constitution scores also drive spellscales away from being the focus for incoming attacks. Almost any spellscale, however, can benefit from taking a level of fighter now and again if he has any interest in up-front physical combat.

Monk and Paladin: Spellscales are too capricious to adhere to the stringent paths that members of these classes must tread. The commitment required of a cleric is difficult enough. Spellscales feel compassion for those who follow the vocations of monk and paladin, because such extremists only get to sample a small selection of life's great options.

Ranger: While most spellscales prefer the variety and swirl of activity that are part of aurban life, one who finds himself drawn to the mystery of the natural world might take up a career as a ranger, at least for a time. Spellscale rangers often specialize in dealing with and training animals, taking advantage of their naturally high Charisma.

Rogue: Living a life that contains a touch of danger is great for a spellscale. Starting one's career by acquiring a grand diversity of skills is even greater. Quite a few spellscales begin their professional lives as rogues. The diversity of abilities represented by the rogue makes the class very attractive to spellscales.

Sorcerer: The thrum and tide of magic are in a spellscale's very essence. Spellscales are born to be sorcerers, and they feel this compulsion on both an individual and societal level. Sorcery is part of their beings, part of who and what they are. Almost all spellscales devoted some time to sorcerous skills during their lifetimes.

Chapter 6: Character Options includes racial substitution levels for any dragonblood sorcerer, including a spellscale one.

Wizard: Spellscales are naturals at wielding magic. It's perplexing to them that some would choose to learn their magic from books. Spellscales do see the value in the variety of arcane knowledge a wizard learns, but rarely pursue such studies themselves.

SPELLSCALES IN EBERRON

Spellscales fit into Eberron without any alteration. Sorcerers in Eberron credit dragons as the source of their power, though they generally mean the progenitor wyrms. A sorcerer's child might be born a spellscale.

In Eberron, such an event provokes much speculation regarding the draconic Prophecy. It's unclear if spellscales play a role in the Prophecy or if they're just a peculiar side effect of the Prophecy made manifest in the world.

Spellscales born into a dragonmarked family never possess normal dragonmarks. They can become important members of their houses and even rise to positions of influence, but never to the level of a dragonmarked scion. A spellscale can, however, take the Aberrant Dragonmark feat.

Illus. by R. Horsley

Kobolds are often characterized as filthy little reptiles barely better than goblins. They're malicious but of little actual menace. Catch kobolds in their lairs, where they are almost certainly hard at work mining, and such a description might be fitting. No one ever suspected that being underestimated was the kobolds' goal.

Kobolds are meticulous creatures with sorcery in their blood, a variety of reptile with a strong work ethic. Discounted as pests or worse by many others, kobolds are a long-suffering race with many talents and clever tricks. Only the foolish overlook the threat that kobolds actually pose.

A DAY IN THE LIFE

Ixen roused herself from sleep before the other members of her party awoke, just as she had done after every sunset on this journey. They were moving over windswept and rocky hillsides now, the final leg of their journey. Without any cover from the sun, they traveled only at night.

Earlier, Gix had tried curling up with Ixen, as did Oth after finishing his daytime watch for intruders. She drove them both off. As the only female on the expedition, Ixen knew the young males couldn't help themselves, but mating would have to wait until after their mission was completed.

Ixen never had to take watch. She needed more rest than the others, relying on it to refresh her blood and its inherent magic. Awake, she sat and focused for several long moments, priming her mind to make use of her arcane talents throughout the day.

She noticed Svent standing nearby when she opened her eyes. He had been watching over her as she meditated. Svent was always vigilant, even when it was not his turn to watch, and his dire weasel Kurik was no different. They were the strongest among Ixen's comrades. Ixen would make Svent her chosen one after this mission, assuming he accepted her.

For now, Ixen directed her thoughts to the precious cargo they were carrying. She stood and walked over to Aurix, the second dire weasel and final member of their group. There, she woke Gix and Oth and pushed them both aside—they had moved over to Aurix for heat against the chilly air of the foothills. Aurix sat up as Oth and Gix moved away and exposed the special satchel bound around his chest.

Ixen opened the satchel and looked inside. Within was an egg she had laid, a dragonwrought egg, a blessing bestowed on some female kobolds. The egg was quite mature now, showing a greater number of azure spots than it had the previous day. Inside the shell grew a kobold of dragon heritage blood whose birth would be a boon to all kobolds.

Aurix's body heat nurtured the egg while they traveled overland to a sacred kobold mine and mountain temple, where all dragonwrought eggs were brought to be hatched and fostered. No kobold enjoyed

spending this much time aboveground, but no subterranean passageways led from Ixen's homeland to the sacred mine, and failing to undertake the pilgrimage was unthinkable. Dragonwrought kobolds have to be raised aboveground, where they can learn to soar through the sky if they have functional wings. The mountain temple was an ideal place.

The group set out at dusk, Svent riding Kurik up front, Aurix and Ixen beside each other, and Gix and Oth bringing up the rear. They were a night's journey away from the mountain temple now, and everybody was alert. The sacred mine had been cut off from kobold lands by a gnome army assisted by their dwarf cousins—gnomes could be encountered anywhere in the area.

Gix and Oth were irritable, having been rebuffed by Ixen once too often on this trip. In the hours before dawn, the two taunted one another until a brawl finally erupted. Svent and Ixen stopped to wait, knowing the frustrated younglings needed to get this out of their systems.

Just as Gix let out a yelp of pain, Svent raised his hand for silence. A noise echoed from below them.

Oth and Gix immediately recovered their weapons and crawled over to a rock shelf from where they could peer into the draw below them. Svent slid from his mount to join them, and Ixen moved up afterward. The four lay close enough together to whisper among themselves.

A gnome patrol approached, no doubt trying to keep kobolds from reaching their sacred mine, but the gnomes didn't seem to be aware of Ixen and her companions. The two groups might have walked right into each other, had the kobolds not paused before descending into the gully. At this distance, they could either flee, easily getting away, or they could lie in wait to waylay the patrol.

Everyone agreed to an ambush. These were gnomes, after all, and the world could use fewer of them.

Ixen stood back as the warriors readied themselves. She hissed and tensed her body, rubbing some hairs from a bull between her hands. A second later, she touched Svent, fortifying his muscle and sinew to lend power to his blows.

The four kobolds then silently took up positions in the rocks, ordering the weasels to lie low.

When the gnomes were just past Ixen's hiding spot, an explosion rocked their ranks. In the wake of the fire, several smoking corpses sprawled on the trail. All the surviving gnomes were frozen in shock.

Oth and Gix threw spears while Svent rapidly fired arrows from his shortbow. One gnome fell to this onslaught.

Ixen wasted no time, drawing a wand and discharging two darts of force against the largest warrior, dropping him with one volley. Most of the enemy now lay dead or dying. Ixen and her band pressed forward.

Svent identified the leader and sent Kurik to harry him while simultaneously charging a gnome already wounded by an arrow. Oth and Gix each drew a sword and flanked another gnome who was already reeling from the initial attack. Ixen launched two more missiles from her outstretched wand. Another gnome fell.

The kobold warriors quickly dispatched their wounded adversaries. But the lone gnome leader kept Kurik at bay with wild swings of a small axe and used a free moment to raise a horn to his lips. A trilling blast echoed across the land.

Oth and Gix flinched, but Svent snarled and charged. Ixen's ray of flame was faster. The horn's wielder was blown from his feet by the impact. A second ray stole his life. Svent took up the gnome's horn from where it had fallen in the dust.

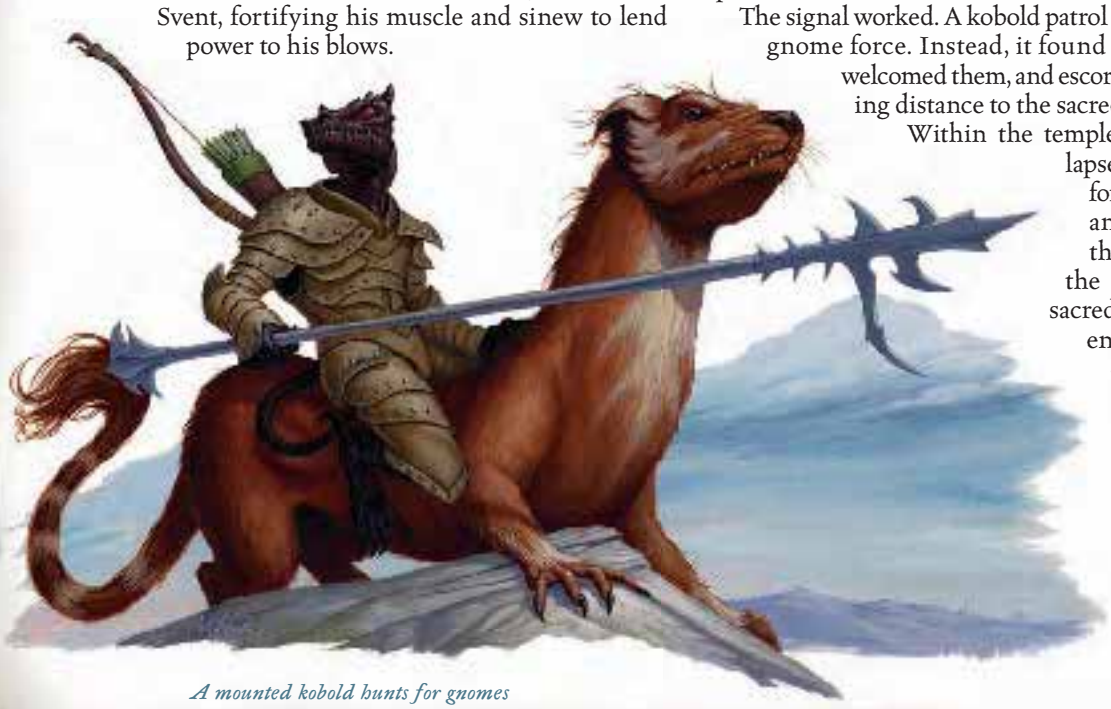
Oth and Gix stripped the corpses while Svent scouted the high ground to see if any reinforcements were coming. He knew warbands of this size did not travel far from aid, and the horn's call would bring more gnomes soon.

The group doubled up on the backs of their dire weasels and rode with abandon, no longer trying to pass through the territory undetected. The nearest kobold-controlled territory was only two leagues away, well within reach of a sprint. Svent and Ixen pushed their steeds for the entire distance, and Svent sounded the gnomish horn once they passed into kobold lands.

The signal worked. A kobold patrol arrived, expecting a gnome force. Instead, it found Ixen and her party, welcomed them, and escorted them the remaining distance to the sacred mine.

Within the temple, Oth and Gix collapsed in a room set aside for special visitors. Ixen and Svent rushed into the temple's depths to the upper levels of the sacred mine, handing Ixen's egg over to the elders there. Her task done, Ixen crumpled to the floor, overwhelmed by exhaustion.

Svent bowed to the astonished elders and carried Ixen's spent body back to the chamber where Oth and Gix already slept.



A mounted kobold hunts for gnomes

Illus. by C. Frank

APPEARANCE

Kobolds are short, reptilian humanoids with bony frames and small tails. They stand approximately 2 to 2-1/2 feet tall and weigh 35 to 45 pounds. Sinewy, double-jointed legs, naturally bent and poised for sudden speed, contribute to their height. When her legs are stretched out, a kobold can increase her height by up to 1 foot, but doing so is uncomfortable.

Kobolds have scaly skin, varying in color from rusty brown to reddish black. They have strong teeth, and their hands and feet have long digits tipped with very small claws. A kobold's face is like a crocodile's, with a jaw that can open wide enough to hold a whole melon. Constantly alert and wide, the eyes of a kobold range in color from burnt ochre to red. A ridge of small, hornlike bone juts above each brow and sweeps backward, the protrusions growing larger and more pronounced toward the rear of the skull.

KOBOLD RACIAL TRAITS

- +2 Dexterity, –4 Strength, –2 Constitution. Kobolds are weak and frail, but their size grants them quickness.
- Small: As a Small creature, a kobold gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, a –4 size penalty on grapple checks, and a +4 size bonus on Hide checks, but she uses smaller weapons than humans use, and her lifting and carrying limits are three-quarters of those of a Medium character.
- Humanoid (dragonblood, reptilian): Kobolds are humanoids with the dragonblood and reptilian subtypes. For all effects related to race, a kobold is considered a dragon.
- Kobold base land speed is 30 feet.
- +1 natural armor bonus.
- Darkvision: Kobolds can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight. Kobolds can function just fine with no light at all.
- All kobolds add Craft (trapmaking) to their list of class skills.
- +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.
- Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.
- Automatic Language: Draconic. Bonus Languages: Common and Undercommon.
- Favored Class: Sorcerer. A multiclass kobold's sorcerer class does not count when determining whether she takes an experience point penalty for multiclassing.

AGE

Once hatched, kobolds mature at a breakneck pace, using the same life cycle as dragons, but only living one-tenth as long. By the time a kobold reaches the age of eight or nine (on average), she is mentally and physically able to assist her tribe in any capacity.

Table 3–1: Random Starting Ages

Races	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Kobold	6 years	+1d3	+1d4	+2d4

Table 3–2: Kobold Age Categories

Categories	Age
Wyrmling	Up to 6 months
Very young	7 to 18 months
Young	19 to 30 months
Juvenile	31 months to 5 years
Young adult	6 to 10 years
Adult	11 to 20 years
Mature adult	21 to 40 years
Old	41 to 60 years
Very old	61 to 80 years
Ancient	81 to 100 years
Wyrm	101 to 120 years
Great wyrm	121 years or older

Table 3–3: Aging Effects

Race	Middle Age	Old	Venerable	Maximum Age
Kobold	60 years	90 years	120 years	+Cha years[1]

1 Dragonwrought kobolds with chromatic dragon ancestry multiply this number by 5. Dragonwrought kobolds with metallic dragon ancestry multiply this number by 10. Ability penalties due to age do not apply to dragonwrought kobolds. See the Dragonwrought feat, page 100.

HEIGHT AND WEIGHT

Kobolds are Small creatures, weighing slightly more than they might for their height due to their tails and bony frames.

Table 3–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Kobold, male	2′ 1″	+2d4	40 lb.	× 1 lb.
Kobold, female	1′ 10″	+2d4	30 lb.	× 1 lb.

PHYSIOLOGY

Kobolds have close biological ties to dragons. The most important difference between the two, however, is that kobolds are cold-blooded creatures, and dragons are warm-blooded. While kobolds do generate some internal body heat from taking in food and engaging in activity, they are dependent on their environment for warmth. This is one reason why they live underground, especially in their native temperate climate.

Being a cold-blooded humanoid has advantages and disadvantages. Warm temperatures are comfortable to kobolds, who can sustain their bodies by literally soaking up heat. A kobold who inhabits a region with a temperature of 40°F or above for 24 hours can go for another three days after that time before having to eat normally. The downside is that kobolds feel the cold more profoundly. Sudden chilling temperatures, such as being struck by a *cone of cold* spell, do not affect kobolds more than normal, but prolonged cold increases their need for sustenance. After inhabiting a region with a temperature below 40°F for more than three days, kobolds must consistently consume three times as much food per day than is normal for their size.

Kobolds can eat a wide variety of foodstuffs, drawing nutrition from a broad, omnivorous diet. Evil kobolds have no scruples when it comes to eating, even considering other intelligent creatures as options for the stewpot.

Kobolds who are desperate for food, especially when traveling through cold regions, can eat almost anything. They can metabolize many forms of organic matter, including bark, bones, dirt, leather, and shells. A tribe of kobolds that is short on provisions feeds its youngest members whatever they can eat.

As reptiles, kobolds are hatched from hard-shelled eggs. Once a female kobold has been fertilized, she lays one egg within two weeks, with a 10% chance of laying two eggs. The egg must be incubated for 60 days, after which time it hatches into a kobold wyrmling that is able to walk and feed after only a few hours.

An average tribe has one egg and one child per ten kobold adults, while a particularly prosperous one might have double this number. Tribes with a scarcity of food have fewer young.

On rare occasions, a kobold female lays what kobolds call a dragonwrought egg (see the Dragonwrought feat, page 100). These eggs are spotted with the color of whichever true dragon influences the dragonwrought kobold within, with such mottles increasing in number and size as the wyrmling inside grows.

Kobold embryos are resilient and not easily disturbed when moved or transported. A kobold embryo rarely expires unless its egg is broken before the final 15 days of incubation. A kobold embryo inside an egg that is broken after that time suffers no ill effects, though the wyrmling may take a while longer to reach physical maturity.

CLOTHING

Kobolds are pragmatic about fashion. They dress appropriately for the occasion, which includes finery for special celebrations and ceremonies. While an individual kobold enjoys looking distinguished and fine, tailored or inlaid clothing is an extravagance seen only in the wardrobes of tribal dignitaries and leaders. Most kobolds spend all their time mining, however, and working kobolds wear work clothing.

Kobolds do not usually have access to resources such as cotton, but they readily harvest silk from underground spiders, worms, and other insect larvae. Along with silk, leather sees widespread use. Such hide, once cured, creates the most durable clothing for mining and requires the least amount of maintenance.

As a miner, the typical kobold dresses for freedom of movement, which usually takes the form of a sleeveless leather tunic and breeches that stop above the knee. The consistent temperatures found in underground environments mean kobolds usually don't have to consider dressing for warmth.

Footwear does not exist in kobold society. The idea of wearing footwear has never occurred to kobolds, not even for comfort. Kobolds rely heavily on their double-jointed legs and articulated feet to maintain their speed and balance. Moving across rugged terrain poses no difficulty for a barefooted kobold, whose feet are so naturally tough and callused that gravel and rough stone cause no pain.

Well-dressed kobolds enjoy making bold statements, so popular colors include dark reds and fiery oranges to accent one's eyes. Such pigments are easy for kobolds to acquire in their subterranean lairs. Kobolds value all sorts of dyes, often accenting their clothing based on their affinity with a certain kind of dragon.

Due to the prolific mining of the typical kobold tribe, those kobolds able to afford it favor metal and gem-encrusted adornment. While they are usually sensible with the cut of their garments, kobolds love jewelry and ornamentation. Both sexes wear all sorts of jewelry, including tail rings. Warriors often don symbolic metal armor pieces such as bracers, decorative gorgets, and greaves.

When it comes to real armor, kobold warriors prefer leather, avoiding anything that might slow them down. Kobolds perceive speed as their greatest tactical advantage. As a substitute for metal armor, some kobolds have been known to wear armor made from the shells of giant beetles (see page 121 for more information on chitin armor).

GROOMING

Mining is a dirty profession. It requires endurance and determination. Few humans can mine for an extended period, but every kobold can. Being grimy is a part of the mining life, but kobolds are far from uncivilized when it comes to hygiene.

For a kobold, a lack of hair doesn't mean less grooming. As reptilian humanoids, kobolds shed their skins like other reptiles do. This is not a simple procedure in the manner of some snakes that can shed an old skin in one piece. Adult kobolds shed their skin in patches. This process takes up to a week if allowed to transpire naturally, but kobolds accelerate the shedding by scrubbing the old skin from their bodies.

A growing kobold sheds her skin at intervals ranging from once a week to once a month. Adult kobolds shed their skin about once a season. Many adults use a bottle of replenishing oil made from a plant called bitterleaf to strengthen their scales and keep them shiny. Regular application of bitterleaf oil (see page 122) can delay shedding indefinitely.

Between shedding cycles, kobolds are quick to take advantage of the natural springs discovered in their excavations. Swimming is one of their favorite pastimes. Although kobold tribes don't actually construct public baths, all kobolds gather at pools to bathe and socialize.

Kobolds are meticulous about their teeth and claws. A flat stone in every kobold dwelling serves as a tool for polishing claws. Kobolds chew roots and bones to strengthen their gums and clean the surface of their teeth.

PSYCHOLOGY

"*We suffer and yet prevail.*"
—Thurirl, High Priest of the Sacred Mine,
Keeper of Dragonwrought Eggs

Kobolds exist in a world much larger than they are, dwarfed by creatures usually at least three or four times their physical mass. Living among such competition could be a constant struggle to assert dominance, with kobolds making sure they are never overlooked or taken for granted. But kobolds spend their energy elsewhere.

While gnomes and halflings often integrate into other races' societies, kobolds turn inward. The kobold deity Kurtulmak (see page 48) doesn't allow such fraternization.

Kobolds have their own culture and a set of deeply introspective traditions.

To generalize kobolds as xenophobic is misleading. They are perfectly happy to be overlooked by others, having disdain for other races and preferring to conduct their activities in secret. Being consistently underestimated is seen as a gift—one they have taken advantage of for countless generations.

The intimate thoughts of a kobold would probably surprise most other individuals. Kobolds live in an undeviating state of contentment, despite any setbacks experienced by their tribe. It's strange for others to imagine that such weak creatures can lead such fulfilling lives, until you consider one lingering piece of knowledge that kobolds have never overlooked: They are kin to dragons.

The origin of this connection is unclear, based heavily on folklore and myth, but the relationship is undeniable: The two races are related. Being completely certain of their heritage gives kobolds a confidence that is neither troubled by self-doubt nor arrogantly expressed. It affords individual kobolds great comfort to think that no matter what happens to them, the dragon can never be taken from their blood. A common saying among kobolds expresses this view: "*The dragon scale toughens our skin. The dragon bone adorns our skull. The dragon heart flames our sorcery. We are the dragon, and for the dragon we live. Long live the dragon.*"

This draconic heritage invigorates kobold culture with an indomitable will to endure any hardship. While kobolds do not have the benefit of longevity that dragons enjoy, they do understand what it means to take the long view. Their individual lives might be fleeting, but the impact of their presence in the world is widely felt.

A powerful, self-sacrificing instinct rules kobolds whenever their tribe is endangered. Kobolds readily struggle against impossible odds or unconquerable foes simply to buy time or coordinate a diversion. The needs of the tribe outweigh the continued existence of any one kobold. This is not to say that kobolds needlessly throw their lives away; they value their lives no less than any other creature, retreating when necessary.

Kobolds are intimately aware of both their shortcomings and their strengths. Small and weak, they use numbers to aid in bringing down a larger foe. They employ their speed to divide enemies, set up flanking maneuvers, and create hit-and-run assaults. Clever and inventive, they safeguard their homes with cruelly ingenious traps, using tight spaces and passages through which only creatures of their size can travel easily. If all seems lost, kobolds throw themselves bravely at an enemy, hoping beyond hope to stop it.

This selfless behavior carries over into everyday life. Expansion of the tribe is more important than personal accomplishments, and any personal accomplishments should advance the tribe. Success of the tribe is personal success.

It is only through vast population, however, that a tribe can hope to thrive and become wealthy. So, kobolds shamelessly reproduce. Impersonal mating is commonplace, with females choosing mates by practical measures instead of influences such as love or lust. While kobolds do form bonding relationships, the idea of sexual monogamy is alien to them. Kobolds desire to spread their kind everywhere, and the inability of one warren to contain a tribe's population is celebrated. Part of the old tribe breaks off to expand into new territory.

Frequent overcrowding in their lairs has permanently erased the concept of privacy from kobolds' lives. Sleeping quarters are shared, with children having the least privacy. In most tribes (except for newly split-off groups), not enough room exists to comfortably accommodate everyone, and only the hardest-working members of a tribe are afforded any degree of personal space.

Lack of privacy has also resulted in the absence of modesty. Kobolds are not self-conscious about nudity, whether in the presence of the same or the opposite sex. They still wear clothing for protection and decoration, but clothing is not seen as essential.

Living in such close quarters means conflict is always a possibility. Kobolds don't hide their feelings, instead quarreling openly when they need to. When emotions run high, kobolds express themselves immediately and without holding back. Despite the intensity of such displays, they rarely turn lethal because the proximity of other kobolds prevents such interactions from taking place discreetly. In this way, all problems are dealt with before they can fester and grow.

Kobolds aren't as forgiving of other races. They have long memories and are not quick to pardon, nurturing hatred like a favorite child groomed for a specific purpose. Most kobolds wait until their enemy has been brought low by circumstance—or better still, by clandestine kobold interference—before delivering a decisive and premeditated reprisal. In short, kobolds love revenge.

Roleplaying Application: Realizing that free will and instinct fight for dominance in every kobold is perhaps the most important step in understanding the race's psychology. Where does your kobold character fall between those extremes? Do you focus less on tribal preservation and more on yourself? Is your demeanor quiet and introspective, or do you flaunt your dragon heritage? How strong is your sense of duty and work ethic when away from the tribe? Do you pursue your own interests at the expense of others? Does the intimacy of living in close quarters appeal to you, or are you happier when afforded some space? How do you behave when living among nonkobolds? Do you respect their standards of privacy, or are you oblivious to their need for solitude? How do you express your emotions to nonkobolds?

KOBOLD LIFE

Kobolds are ingrained with certain behaviors. Subterranean and insular, kobold culture has had little influence from the outside. Nevertheless, kobolds have habits similar to those of other humanoid races.

ARTS AND CRAFTS

"*Even tall ones are shorter than I am, when they're flat on their backs in a hole filled with spikes.*"

—Irthos, master trapmaker

Among kobolds, traps are an art form. Few artisans are as obsessed with the minute details of their work as a master

kobold trapmaker. These creatures revel in the intricacies of their inventions. Kobolds rarely indulge in creativity over function, but exceptions are made for a cunning trap.

One-upmanship is definitely present among kobold trapmakers. They find ingenious ways to incorporate bizarre spells, technological advances, and unexpected twists into their traps. In fact, the inventive ways in which kobolds defend their lairs compares favorably to the technological and magical marvels created by their hated foes, the gnomes.

Kobolds take great pride in designing their warrens. Digging a labyrinth or a mine is no offhand matter, with careful planning of a layout taking place before excavation begins. To aid in this process, kobolds use divination magic to identify the location of large ore or precious stone deposits before a single shaft is dug. Whenever possible, kobolds leave no part of mine construction to guesswork, allowing them to concentrate on both functionality and appearance.

One part of every kobold lair is reserved for historical depictions of the tribe's mythic genesis, including all the difficulties encountered and overcome. Because personal dwellings are also mined, every family is expected to hew out space for itself, which it similarly engraves and inlays with symbols of events significant to its history.

A kobold trapmaker is regarded as an artist by her fellow tribe members

Illus. by B. Hagan

Kobolds' craftsmanship of everyday objects is neither crude nor exceptional. They excel at making useful objects rather than beautiful artworks. The only time kobolds invest any extra effort into their craftsmanship (aside from mine layouts and trapmaking) is for jewelry.

Kobolds love jewelry, and individuals can be exceedingly particular in their tastes. Such jewelry is often crafted from an exotic array of colored metals, either mined from veins of rare ore or using different minerals smelted together to create new and unique amalgams. Kobolds are more than a little materialistic when it comes to accumulating baubles and trinkets, not unlike dragons and their hoards.

Although far less common than sorcerers, kobold bards are also valuable members of the tribe, acting as the keepers of lore. Kobolds rarely sing, so kobold bards are masters of various percussion and wind instruments. Percussion provides a rhythm for work and can be used to send messages over distances. Wind instruments can also sound across expanses, but some can serve to calm the mind and provide a soothing background for workers.

MAGIC AND TECHNOLOGY

"You don't know what hard work is until you've seen a kobold mine in full swing."

—Morent Wolfstone, dwarf adventurer, head of clan mining

On a theoretical level, kobolds draw very little distinction between magic and technology. They use muscle and tools to move and shape their surroundings and to defend themselves, and they use magic to do the same. Magic and technology are complementary disciplines with practical applications. No wise kobold leader fails to invest in both.

Kobolds are a hardworking race, easily rivaling dwarves for productivity. What they lack in physical strength, they more than make up for with numbers. Kobold labor forces are a marvel to behold. When fast at work, kobolds function like a hive of ants. Despite the swarming masses of bodies devoted to one task, they rarely trip over each other, instinctively knowing where to apply their help most efficiently, using their tails to help avoid collisions.

This work ethic permeates every level of magical and technological advancement in kobold society. From planning to execution, kobolds work competently and with amazing speed.

Alchemy is known to kobolds. Their most widespread invention is a domestic one, a time-honored creation known as bitterleaf oil (see page 122). Adult kobolds use this concoction to keep their scales healthy and shiny (with the additional benefit of delaying periodic shedding, as mentioned earlier). Bitterleaf oil also comes in handy for healing purposes, minimizing scarring from minor wounds. Kobold miners, who endure daily cuts and bruises, appreciate this substance immensely.

Curiously, kobolds have a near-fatalistic attraction for volatile chemicals. When dense stones obstruct mining, kobolds reduce them to rubble with explosives they call ditherbombs (see page 122). Ditherbombs are also used in war and in trapmaking.

SEARCHING FOR THE DRAGON

At the start of every day, before the work of mining begins, the entire tribe comes together in a large, usually rough-hewn and unfinished community hall. Each kobold chooses a place on the floor, closes his or her eyes, and casts the mind inward, embracing the wellspring of kobold heritage. The silence and stillness of a tribal meditation is awe-inspiring. One can hear drafts blowing in the empty tunnels and an unattended fire crackling in the distance.

This daily meditation lasts for at least 15 minutes and is known as Searching for the Dragon. Sorcerers prepare themselves to cast spells, and nonsorcerers take advantage of this time to be alone with their thoughts. Those who undertake the Draconic Rite of Passage (see below) find that the Searching for the Dragon ritual is a vital part of their daily lives.

Draconic Rite of Passage

The Draconic Rite of Passage awakens the sorcerous power within the blood of kobolds.

Prerequisites: Only kobolds can undergo the Draconic Rite of Passage. A kobold requires no one else to perform the rite; it is a solitary activity.

Benefit: Upon completing this rite, a kobold chooses any 1st-level sorcerer spell. He can now use that spell once per day as a spell-like ability, using his character level as his caster level.

Each day, a kobold must complete the Searching for the Dragon meditation (see above) in order to recharge this spell-like ability for the day. No kobold can benefit from this rite more than once.

Time: A kobold who undergoes this rite must first endure nine days of fasting. Immediately thereafter, the kobold must succeed on a DC 10 Concentration check to enter a deep trance that lasts for 24 hours. If the check fails, the rite must begin anew.

Cost: This rite requires sacrificing a gem of at least 100 gp in value. The kobold also permantly loses 1 hit point upon completion of the rite.

LOVE

Kobolds put great energy and care into fostering kobold wyrmlings. Few experiences are more gratifying to an adult kobold than being treated as a model for the life of a young kobold.

Kobold adults go out of their way to encourage juveniles who show promise, to steep them in the traditions of kobold culture. Kobolds teach using simple instruction and swift punishment in case of error or failure. Punishment is often physical in nature, though usually geared toward causing instructive pain rather than injury.

Next to children, kobolds love work—and by natural extension, their tribe—more than anything else. For a kobold, work defines life, filling her with a sense of belonging and purpose. Even young kobolds exhibit this feeling as they start to mimic working adults early in their lives. A kobold who does not lend a hand is useless and threatened with exile.

Kobolds only rarely engage in any activity resembling romantic love. Most find their communal life among tribe members satisfying enough. A kobold can live her whole life without forming a bond to any sort of significant other. This doesn't mean that kobolds are asexual. They mate regularly. The impulse for doing so, however, is mostly instinct tempered with a sense of duty. All kobolds desire to keep their tribe fortified with as many healthy young as can be fed and housed.

Kobolds who form an emotional attachment to another kobold are drawn to that one out of mutual respect and increased productivity. The potential partners often meet because of having to work with one another, and then find that they work better jointly than they did alone. As such, kobolds who don't work together only rarely become romantically involved.

Kobolds who are attached in this manner take an oath to serve and care for one another, each becoming the other's "chosen one." The would-be couple's all-watcher (see Society and Culture, below) must approve the match, and with that done, a priest witnesses the oaths and blesses the joining. Such unions are rarely monogamous, because both sexes are still compelled by mating instincts and are likely to succumb to those influences if separated from one another for long. Since sex itself has little emotional value to kobolds, these extramarital liaisons create no friction between couples.

Couples who bond together in this way are provided with personal living quarters if their status and contributions to the tribe merit such a privilege. Usually, the all-watcher allocates an area that the couple must then excavate.

KOBOLDS AT WAR

In times of warfare, all adults are expected to fight, but patrolling warbands exist to protect kobold lairs. These warriors are also responsible for trap maintenance, resetting devices that have been sprung and replacing broken or expended parts.

Kobolds have one of the highest birth rates among the humanoid races, causing their population to grow on a regular basis. When a warren can no longer sustain a tribe's numbers, the population divides in half, with each half including representatives from every part of kobold society. The two halves become much smaller but still complete kobold tribes. One of the newly formed tribes then migrates far enough away that both groups of kobolds do not compete for the same resources.

This expansionist cycle usually heralds a time of war for kobolds, especially in crowded regions with several neighboring races. If unoccupied lands cannot be found, a wandering kobold tribe encroaches into gnome territory first. If the coming conflict is known of ahead of time, the parent tribe aids the migrating tribe in the war.

When taking the offensive, kobolds prefer ranged weapons, delaying melee combat indefinitely if possible. Most kobold warriors are able slingers; others specialize in hit-and-run tactics with light crossbows. Only strong kobolds use shortbows.

Kobolds like to improvise traps on the battlefield. A popular tactic is to create a shallow moat of pitch behind the first few lines of warriors, wait until the enemy draws close, and then suddenly fall back, igniting the moat and turning it into a wall of fire. Kobolds then shoot through the flames at short range. The enemy must either drive through the flames and face ranged attacks at the same time or fall back, allowing the kobolds to maintain the battle from a distance.

When it comes to melee, kobolds are trained to use reach weapons, which keeps a healthy space between them and their opponents. Once armies are within melee range of each other, kobolds commonly rely on spears, either charging with the weapons outstretched or setting them into the ground to receive a charging enemy. When this

defensive posture fails, kobolds simply push forward from behind, forcing wave upon wave of spear-wielding warriors against the enemy.

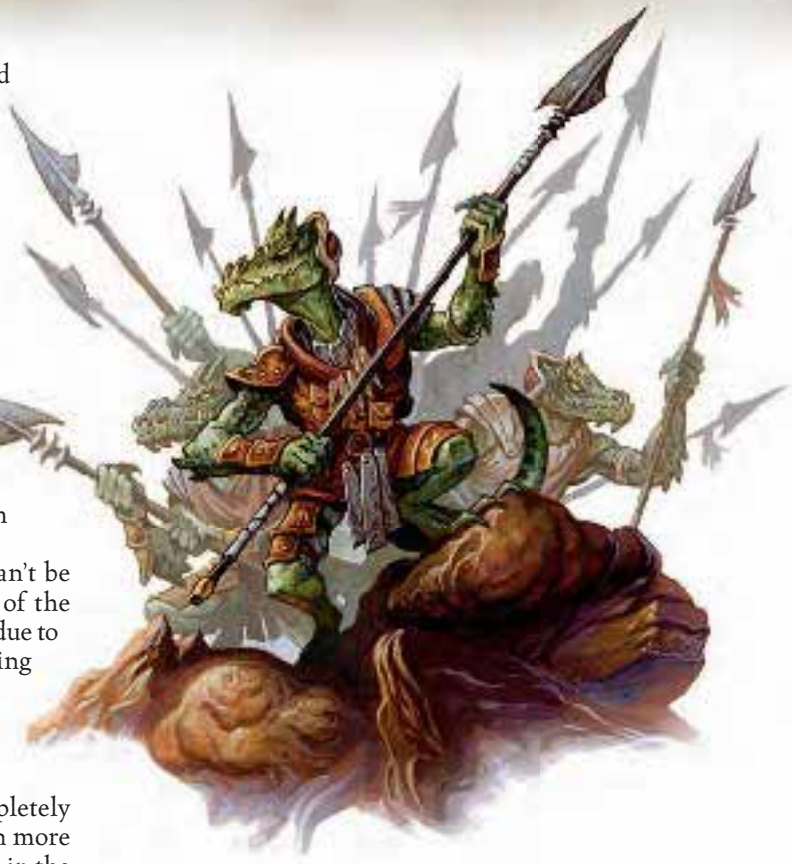
Specialized melee combatants are rare among kobolds, but they're easily distinguished by the chitin armor (see page 121) they wear. Particularly strong and brave kobolds become dire weasel riders. These few form the light cavalry in a kobold army.

For sieges, kobolds use rolling ballistae and light catapults. Crossbow-wielding troops protect siege engines, supported by slingers. Sorcerers defend strategic positions, while the most capable of the spellcasters become living artillery. Kobold military leaders also use ditherbombs (see page 122) to break through enemy barricades and fortifications.

Kobolds believe that no obstacle exists that can't be defeated by strength of numbers. They are one of the few races that strikes fear into their enemies not due to combat prowess, but rather because of the suffocating wave of bodies they can muster. A kobold army is a pounding onslaught of flailing weapons, hurling itself against supposedly impenetrable defenses until those defenses crack, buckle, and break. This time-honored tactic, although completely devoid of elegance, has been the turning point in more than one battle, shifting the balance of a stalemate in the kobolds' favor and winning the day. To that end, kobold commanding officers plan for and accept a large number of casualties among their troops.

Although capable of holding their own on a battleground, kobolds do not willingly engage in large-scale warfare, doing so only as necessary when a tribe divides and migrates. Kobolds much prefer to operate in warbands around an established lair, defending their lands with a dizzying array of traps that minimizes their need to engage in melee combat. For this reason, they have never developed a strategic approach to warfare and often withdraw when a battle starts to become prolonged.

Kobolds see no profit in long military engagements and would rather cut their losses by retreating. The only time a roaming kobold tribe makes a final stand is when its back is truly against a wall, lacking either the resources to travel farther or a nearby region in which to settle.



Illus. by J. Nelson

For kobolds, any obstacle can be defeated by strength of numbers

DEATH

In addition to having one of the highest birth rates, kobolds have one of the highest mortality rates of any humanoid race. This latter statistic can be deceptive, however. Kobolds who remain in a lair and never migrate with a newly formed tribe can enjoy lives well into great wyrm age (past 120 years).

The body of any deceased kobold is considered waste material and incinerated immediately. No preferential treatment is given to the body of any member of kobold society, no matter how important her position. Many members of other cultures find this approach callous, but they fail to grasp the underlying motivation. Kobolds place no emphasis on the body, attaching far more importance to their belief in a cycle of reincarnation.

Kobolds believe that if they die in service to their tribe, Kurtulmak immediately sends each of them back to life as the next egg laid in the hatchery. If a particularly important or respected member of a tribe dies, the hatchery is closely monitored. The next egg laid is immediately separated from the rest and carefully protected. Once hatched, the resultant wyrmling is groomed to fill a position of importance, if not the position of the recently deceased kobold. Such wyrmlings are given the name of their predecessor in some form.

When a tribe is wiped out, kobolds believe that Kurtulmak distributes the souls of the deceased to other tribes.

If a kobold dies while serving her own needs rather than those of the tribe, Kurtulmak reincarnates her as the next pup born in the dire weasel stables—she becomes a domesticated animal unable to choose whether to serve.

Kobolds who die betraying their tribe are reincarnated as giant stag beetles, which kobolds hunt for chitinous armor.

The greatest glory a kobold can gain is to die not only in service to her tribe, but also in a manner that involves sacrificing her life for the tribe's greater good. Kurtulmak welcomes such brave kobolds into his own mine to boost the ranks of the kobolds already toiling within. Kobolds hold that the most loyal and productive among Kurtulmak's laborers are eventually reincarnated as chromatic dragons.

With every type of death comes an obvious lesson: Kobolds should serve their tribe above all else. As a byproduct of this outlook, kobolds spend almost no time mourning their dead and remain focused on their assigned tasks.

SOCIETY AND CULTURE

Kobold society is strongest when work is abundant. The bustle of a kobold lair when a new vein of metal or deposit of precious stones has been unearthed is energized and high-spirited. This is the beating heart of kobold culture—the acquisition and processing of wealth deep beneath the ground. When it comes right down to it, kobolds and dragons both suffer from an inexplicable and almost pathological materialism.

The challenge for a leader is to make every kobold feel that she is benefiting from and contributing to the wealth of her tribe, rather than simply working for the sake of working. Kobolds earn positions based on merit, with no arbitrary system of social classes to prevent advancement. Aristocrat and commoner nonplayer character classes do not exist in kobold society. A tribe is largely made up of experts and warriors, with adepts supervising the mining operations.

Roleplaying Application: Kobolds are intimately familiar with every aspect of their society. Figuring out how your kobold fits into this culture can further define your character. Are you descended from the working majority or the expert specialists? Were you chosen during a Searching for the Dragon ritual and trained as a sorcerer, or were you born into a position of status and importance within the tribe?

ALL-WATCHER

A kobold all-watcher is the leader of her tribe and the accountant of the tribe's accumulated wealth. In addition to approving "chosen one" bonds and arbitrating matters of betrayal and exile, an all-watcher is concerned with the dispersal of wealth generated by the mines. This duty not only involves allocating wealth among the tribe's major groups, but also deciding how resources should be spent to strengthen the tribe's position in the world.

Experts offer a steady stream of proposals for augmenting the tribe's lair and expanding influence. Kobold scholars, priests, and arcane spellcasters similarly propose areas where kobold knowledge and power can be increased to lucrative effect. Military commanders recommend feasible and beneficial engagements. A kobold all-watcher must weigh all these options and choose where to devote assets.

Beyond these responsibilities, an all-watcher must be an unyielding taskmaster. She must set deadlines for projects and allocate workers to them to ensure their timely completion. Most all-watchers are also capable sorcerers.

SPECIALISTS

Kobold experts are the specialists of kobold labor forces. Such individuals are responsible for development and research in a kobold tribe. Despite having specialized skills, kobold experts are treated the same as any other worker. They enjoy different challenges than a miner might but are expected to serve the tribe like any other member.

The only experts who receive special attention for their efforts are kobold trapmakers. These inventors are highly valued because their creations protect kobold lairs and tribal lands without the need for open warfare. Essentially, the more ingenious a trapmaker, the more kobold lives are spared from combat.

The most common experts found in kobold societies include agronomists, alchemists, animal trainers, armorsmiths, blacksmiths, bowyers, demolitionists, explorers, fletchers, hunters, jewelers, leatherworkers, miners, stonemasons, and weaponsmiths.

SORCERERS

In contrast to most humanoid cultures, kobold sorcerers are not left to discover their abilities through trial and error. Kobolds with a talent for sorcery are guided through the awakening of their abilities and directed toward specific types of magic. Entering into this calling is a deeply reverential act, surrounded with more ceremony than any other part of kobold culture. A kobold sorcerer is required to make lifetime vows to the craft of sorcery, not unlike swearing into the priesthood.

A new kobold sorcerer is initiated into the profession

Illus. by B. Hagan

Kobolds instructed by tribal sorcerers are directed into one of four areas of magic—augmenting, offensive, pragmatic, or preemptive. One out of every four sorcerers studies augmenting magic, designed to shore up kobold weaknesses and give them greater stealth. Spells such as *enlarge person*, *bull's strength*, and *haste* are common choices for the augmenting sorcerer. Three out of every four sorcerers become offensive magicians, focusing on damaging targets from far away, using spells such as *magic missile*, *flaming sphere*, and *fireball*.

Two out of every three offensive sorcerers become pragmatic arcane casters, concentrating on everyday work and mining in particular, focusing their efforts on effects such as *fabricate*, *locate object*, *stone shape*, and *transmute rock to mud*. One out of every two augmenting sorcerers is eventually directed toward preemptive magic, looking for impending threats to the tribe with spells such as *arcane eye*, *detect scrying*, and *scrying*.

KOBOLD MERCHANTS

Kobold merchants are the most independent-minded members of a tribe, and for good reason. They spend more time aboveground than any other kobolds, negotiating with other tribes and some other races. Kobold merchants are the face of a kobold tribe in the world, and that face is one they prefer to disguise.

When delivering goods to a customer, kobold merchants magically pose as members of other races, hiding behind glamers and illusions. Kobold tribes aren't ashamed of their interactions with other races, but they prefer to operate in secrecy to protect themselves. Because of this, most trading partners are ignorant of the fact that they're dealing with kobolds, which is a testament to the guile of kobold merchants.

Since kobold merchants are independent and allowed to operate in other societies, one sometimes goes rogue. In developing multiple connections with powerful leaders outside their tribes, kobold merchants find it easy to corrupt their warrior escorts with promises of wealth. The break starts small but could lead to the merchant starting a new mine, creating her own base of profit.

Clever kobold merchants time their plans to coincide with a population explosion in their original tribe. When the kobold populace finally divides in half, the merchant already has a location picked out, ready and waiting to be mined, over which she serves as all-watcher.

This type of self-interest actually works out well for all involved. Insightful all-watchers deliberately choose kobolds with individualistic tendencies and leadership potential to become merchants for their tribe. Thereby, prospective troublemakers are kept out of daily tribal life, and the likelihood of successful kobold proliferation is increased.

Kobold miners make up the vast majority of any tribe

Illus. by C. Malidore

WORKERS

Most kobold workers are miners, the group that makes up the vast majority of any tribe. Kobold miners have levels in the expert class (*DMG* 109).

The trick to leading kobold workers is to let them lead themselves. Left to their devices, kobolds from every profession embrace their daily rituals and motivate themselves to work. If a decision needs to be made and a cleric of Kurtulmak is not around to make it, kobolds either find a way to stay busy or make the decision collectively.

For instance, a kobold mine is extensively discussed and illustrated before construction begins. A simplified form of the layout is put on public display, and overseeing clergy draw up detailed plans. Miners wondering what to do next can consult either. Those most experienced at following design plans lead the work effort, allowing the rest to follow with or without the direction of a priest.

This independence empowers kobold workers, because they know their opinions and the opinions of their respected colleagues are trusted. Living in a society with no defined social structure, but a heavily defined working schedule, furthers the self-esteem of all kobolds.

FAMILY BONDS

Since most females mate many times and with many partners to ensure fertilization, no one devotes any effort to monitoring which couplings are responsible for which eggs. Kobolds instinctively know their blood relatives by subtle scent and avoid mating with them, since such unions are sterile. To further blur the lines of family, all kobold females lay their eggs in one area of the tribe's lair, resuming their duties immediately after laying.

Specific individuals, known as fosterers, are responsible for tending and warming eggs. Many of these kobolds are also strong warriors, so that they can guard the eggs and young effectively.

Wyrmling kobolds are initially named and cared for by the fosterers. When they can move nimbly and feed themselves (at the age of eight to twelve months), young kobolds enter tribal life and become the responsibility of all adults. Young are given minor responsibilities, nurturing their work ethic and self-esteem.

At about three years of age, juvenile kobolds undertake training in a profession suited to them and the tribe's needs. They become part of a group already doing such work. This communal approach to raising children engrains important lessons into the mind of every growing kobold. She learns to take action and to help without being asked. Her value is tied to what she gives to her tribe, and her life is connected with the lives of her fellow tribe members.

Kobolds treat their tribe as an extended family wherein professionals group together to accomplish needed tasks. The familiarity engendered by these professional groups comes the closest to resembling an actual family by the standards of humans and other, similar humanoids. These professional families live together for the sake of centralization and efficiency. Kobolds find a sense of belonging in this microcosm of tribal life.

KOBOLDS AND OTHER RACES

Kobolds dislike other humanoid races. They are isolationists who see others as a threat, and they surround their lairs with traps to keep outsiders at bay. Kobolds also have a persecution complex, taking offense from simple misunderstandings. When kobolds do interact with other races, they do so with a chip on their collective shoulders, sensitive to even the smallest disrespect. As lawful evil creatures with a love for revenge, kobolds respond to perceived insults with actions rather than words, often blindsiding the offenders.

This paranoia and oversensitivity means kobolds often enter conflicts where none need have occurred. Other races regard kobolds suspiciously at best, since more than one diplomat has never returned from kobold-held territory. Kobolds' antisocial behavior becomes raw hatred in the presence of fey or gnomes. Those who enjoy good relations with those races rarely have any love for kobolds.

Dragonborn: The kobolds' view of the dragonborn is that of suspicion tempered by grudging respect. It is difficult for kobolds to overlook the fact that dragonborn were not born with the dragon within them. The touch of Bahamut elevates the dragonborn above their unfortunate nondragon origins, but it is difficult for a kobold to wholly forget a dragonborn's origins, especially when that dragonborn was formerly a gnome. Still, kobolds have been known to cooperate with dragonborn on occasion, when their goals coincide.

Dragon-Descended: Kobolds view the dragon-descended races with almost the same reverence that they reserve for dragons, particularly when they encounter a half-dragon. While no kobold tribe would consent to devote itself to any but the most exceptional and charismatic half-dragon, it would still be willing to go out of its way to help out any half-dragon or draconic character, regardless of what that character's dragon heritage is.

Dwarves: Dwarves and kobolds are competitors for resources in the underground world. As such, they perceive each other as enemies and frequently butt heads over subterranean claims. The dwarves' close ties to gnomes do not improve their relationship with kobolds, since dwarves frequently ally with or champion gnomes in battle against kobold tribes. While dwarves and kobolds don't always attack each other the way gnomes and kobolds do, both sides need very little provocation to start a fight. On the other hand, if dwarves and kobolds end up working together through circumstance, they discover a common work ethic, which has forged respectful friendships.

Elves: Elves bear far too much resemblance to fey for kobolds to trust them. Kobolds acknowledge that the history of elves is long, like the history of true dragons, and that elves have arcane power, albeit learned from books. These facts lead kobolds to afford elves a small degree of respect. On very rare occasions, elves and kobolds even swap lore about arcane magic. Elves bring a wealth of knowledge to these discussions. Kobolds, whose lives are fleeting by comparison, offer the recorded history of their draconic heritage.

Gnomes: If kobolds love one thing, it's seeing a gnome beg for his miserable life. They despise gnomes, and the feeling is mutual. The two races barely manage civility toward each other even under optimal diplomatic conditions. Despite how well she may hide it, a part of every kobold is constantly looking for a dagger whenever a gnome is present. This racial hatred seems to have stemmed from the injustice heaped on Kurtulmak by Garl Glittergold (see The Ascension of Kurtulmak, page 50). For as long as that legend has been told, both races have committed atrocities against each other. If gnomes and kobolds are ever in proximity to one another without fighting, it's only because each side is taking the time to plan a decisive assault.

Half-Dragons: Half-dragons are fascinating and enviable creatures, but kobolds assess each individual half-dragon on its own merit, taking specific interest in its draconic heritage. A half-gnome half-dragon is an abomination to be destroyed, lest it continue to pollute the draconic bloodline, while other half-dragons receive some degree of reverence. Dragon disciples, who come into their dragon powers through sorcery, are also a curiosity to kobolds.

Half-Elves: Kobolds see half-elves for what they are—the product of an uncommon union between elf and human, nothing more. Kobolds regard half-elves as social creatures that try to facilitate communication between different races. If kobolds were ever to trust nonkobolds with the task of representing their interests (not likely), they would probably rely upon half-elves.

Half-Orcs: Kobolds perceive orcs as disorganized, ill-bred warmongers and associate half-orcs with their full-blooded cousins. Orcs are too unpredictable to trust on any level, but kobolds are not above selling metal and goods to orc armies. Dealing with orcs during such a transaction, however, is out of the question. A half-orc representative must broker such trade pacts. While kobolds see half-orcs as the most reasonable members of orc society, the reverse perception holds when dealing with half-orcs from human lands. Only a half-orc who speaks Draconic can earn any real regard from kobolds.

Halflings: Kobolds hate fey, and the pleasant demeanor of halflings reminds them of such creatures. This is not a fair assessment of halflings, but kobolds indulge their suspicion of other races first, especially races with possible ties to gnomes. Beneath the judgmental eye of kobolds, halflings are duplicitous creatures constantly looking for ways to exploit others. The fact that no self-respecting

halfling rogue would, honestly speaking, disagree with this assessment only feeds the kobold opinion. The two races can find common ground in trapmaking.

Humans: Humans are mysterious to kobolds, sometimes enemies and sometimes friends. Kobolds realized long ago not only that human behavior couldn't be easily predicted, but also that humans apply energy and conviction to whatever they do. If humans weren't so numerous and ubiquitous, kobolds would avoid them. Since that isn't possible, kobolds test the waters of nearby human populations to determine whether they are friends or foes.

Spellscales: Despite being obviously descended from dragons, spellscales find themselves the object of exasperation and disgust on the part of kobolds. Kobolds view spellscales as chaotic, selfish individuals who drift aimlessly, squandering their birthright. The only exception to this outlook is held by kobold sorcerers, whose annoyance is tempered by their respect for the sorcerous power that spellscale sorcerers hold. Being in the same place as a spellscale for any length of time, however, is a trying experience for any kobold.

True Dragons: The body and soul of any kobold is dedicated to dragons, whether literally or figuratively. Kobolds search for the dragon in themselves, and they pledge themselves to the dragon in their rites of passage. In the presence of an actual dragon, kobolds are servile, doing anything required of them. Kobolds see dragons as older and wiser kin and cultural heroes. Kurtulmak is the kobold deity, but dragons represent a tangible glory that Kurtulmak cannot provide.

Roleplaying Application: How do kobold preconceptions affect your kobold character's mindset and prejudices? Are you naturally suspicious of other races, or do you keep an open mind? Do you share in kobold hatred for all gnomes or wish to end the cycle of retribution? Will you serve dragons, or do you act independently from them?

Illus. by C. Maliđore

RELIGION

Kobolds have no time for organized religious ceremonies, but they are pious despite their preoccupation with work. Hard work *is* worship to a kobold, and action on behalf of the tribe is a prayer for success.

Still, every kobold lair includes one or two temples to Kurtulmak, limited only by spatial confines and mining priorities. These temples serve as housing for clerics and adepts and as storage places for the tribe's important treasures, not as congregating halls for sermons or worship. Clergy must travel to the flock, and clerics oversee workers and provide support and admonishments to keep going. In this way, religion helps to maintain productivity. Priests help kobolds affirm their devotion through living by the ideals of hard work and sacrifice.

Primarily, dutiful kobolds prove their worth through steadfast dedication to their tribe. In this regard, kobolds who work to exhaustion are considered upstanding role models. Kobolds who willingly suffer injury so that the daily work can continue without interruption are treated with praise as zealous disciples. Finally, kobolds who sacrifice their lives to facilitate the tribe's success are remembered as folk heroes (the equivalent of saints).

Every kobold mining crew includes at least one adept whose constant presence is meant to keep kobolds strictly motivated. Adepts also serve as onsite physicians, healing and treating workers' injuries. Kobold adepts and clerics move among the workers, divinely bolstering stamina where needed. For this reason, kobold adepts replace *animal trance* with *lesser restoration* and *daylight* with *create food and water* on their spell lists.

Besides supervising mining operations, kobold clergy also look after the eggs and wyrmlings thought to be reincarnations of distinguished kobolds. On a ritualistic level, kobold clerics receive the vows of kobolds selected by instructors to become lifelong sorcerers. Kobolds worship Kurtulmak, but individual tribes and kobolds might venerate another dragon deity. See Dragon Deities, beginning on page 149, for more on draconic divinities.

KURTULMAK

The Horned Sorcerer, Steelscale, Stingtail, Watcher
Intermediate Deity
Symbol: Gnome skull
Home Plane: Baator
Alignment: Lawful evil
Portfolio: Kobolds, trapmaking, mining, war
Worshipers: Kobolds
Cleric Alignments: LE, LN, NE
Domains: Evil, Law, Luck, Trickery
Favored Weapon: Spear

Kurtulmak is the god of kobolds, distinguished by his large size, mottled scales, and long tail tipped with a dreadful stinger. Kurtulmak encourages his followers to win battles by any means, retreat to fight another day, and to mete out revenge on every enemy, regardless of how long that retribution takes to achieve. Kurtulmak has hated gnomes ever since Garl Glittergold collapsed a mine on him (see The Ascension of Kurtulmak, page 50).

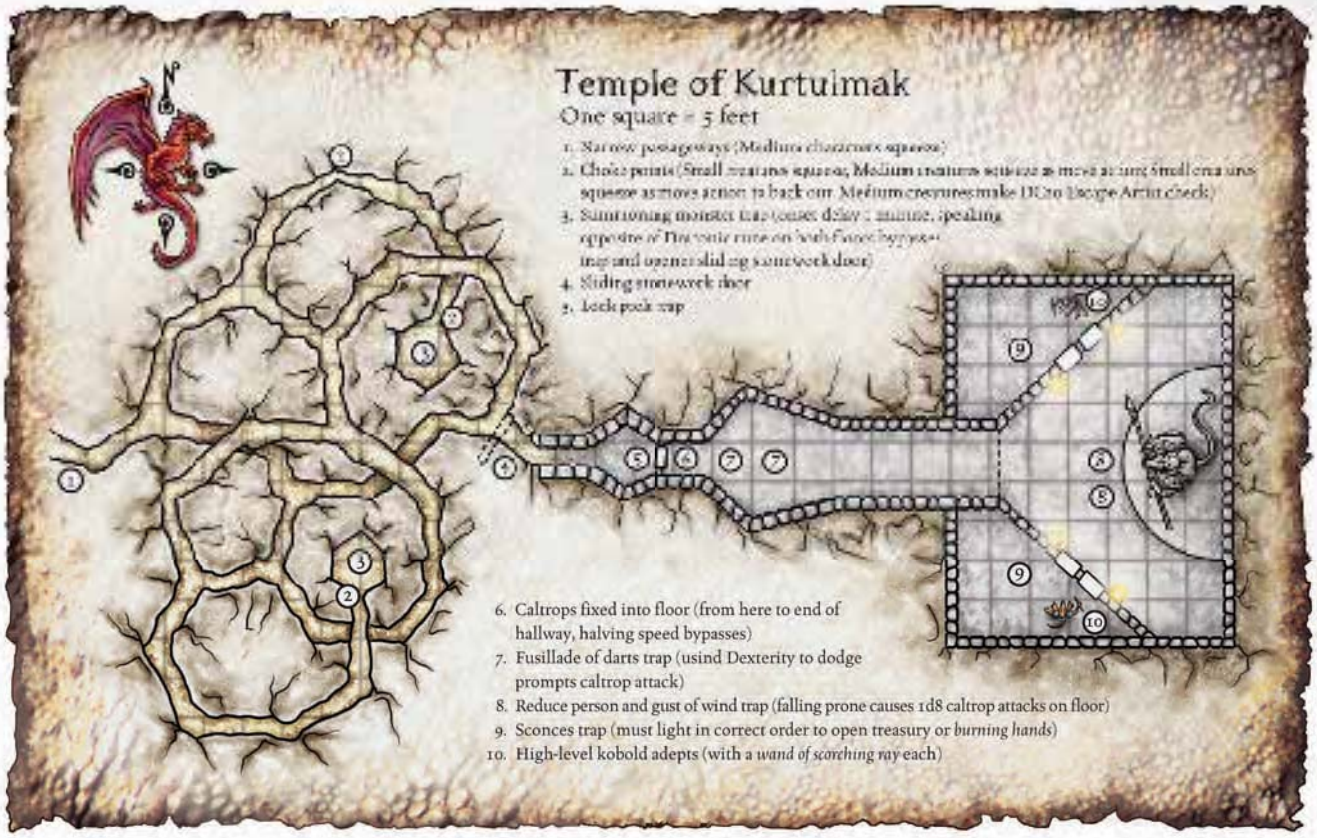
Holy symbol of Kurtulmak

Cleric Training

Kurtulmak's clerics begin their careers as miners, learning how to appreciate the kobold work ethic. Kobolds who regularly sustain injuries while mining are selected to become adepts or clerics (before they end up getting killed on the job). Such clerics train under military discipline, learning doctrines for defending and leading the kobold race.

Quests

Any task that furthers the power of the kobolds and their propagation is a holy undertaking. Kurtulmak's followers find suitable locations for new lairs and mines to accommodate swelling


Temple of Kurtulmak
One square = 5 feet
6. Caltrops fixed into floor (from here to end of hallway, halving speed bypasses)
7. Fusillade of darts trap (usind Dexterity to dodge prompts caltrop attack)
8. Reduce person and gust of wind trap (falling prone causes 1d8 caltrop attacks on floor)
9. Sconces trap (must light in correct order to open treasury or *burning hands*)
10. High-level kobold adepts (with a *wand of scorching ray* each)

populations. Kurtulmak directs such expansions to push into gnome territories whenever possible, dealing the maximum number of casualties to the kobolds' racial enemy.

Prayers

Kurtulmak's prayers have a rhythmic quality to them that can be easily recited while swinging a pickaxe into the ground. Many of them also contain references to dragons and reptiles, such as "O Watcher, I slither before your scaly majesty."

Prayers to the Horned Sorcerer can also take the form of battle cries and promises of revenge. ("*By the point of Kurtulmak's spear and the tip of his poisonous tail, I will see every member of your family perish.*") Kobolds evoke the name of Kurtulmak when facing daunting odds or difficult situations.

Temples

Kurtulmak's temples are carved out of earth and solely used to house adepts, clerics, and the tribe's most valuable treasures. Not surprisingly, these temples are protected with small, twisting tunnels and a staggering array of deadly traps.

The map presented here is a small portion of the kobold lair known as Iejirokarthel, which is described on page 52.

Rites

Kurtulmak guides the souls of hard-working kobolds back to their original lair for reincarnation. His coming-of-age ceremonies involve crafting and defeating traps.

Herald and Allies

Kurtulmak's herald is a fiendish kobold 5th-level cleric/5th-level sorcerer/10th-level mystic theurge. His allies are horned devils, pit fiends, and salamanders.

HISTORY AND FOLKLORE

Finding traces of ancient kobold settlements has always been difficult. When kobolds exhaust the resources of a mine, they abandon it, taking everything of value with them. Left behind is only an empty lair, rich with kobold history etched into the walls. Kobolds are excellent record-keepers, engraving the events of their lives into the walls of every new lair, regardless of how many times they migrate from one location to the next.

Kobolds' abandoned mines are eventually occupied by roaming creatures that turn such lairs into their homes, making exploration dangerous. Subterranean races have also been known to gut old kobold lairs, knocking down walls and reshaping the interior. Archeologists have even discovered traces of kobold history engraved into the corridors of ancient dwarf strongholds.

Kobolds have a scattered history, turning up in isolated regions with absolutely no historical connection to the place. Even taking the nomadic nature of kobolds into account, moving from one mine to the next in search of additional metals and precious stones, early kobolds could not have achieved the widespread dispersal their current whereabouts seem to indicate. For this reason, some sages see divine agency or draconic influence in the common kobold.

Roleplaying Application: Every kobold is familiar with the history of her tribe, but how much inspiration does your kobold character draw from her ancestors? Do you steep yourself in time-honored stories or intend to make legends of your own? Are you informed about the lessons learned by previous generations or determined to learn from your own mistakes? Do you emulate any historic kobold figures or try to set a new standard for other kobolds to follow?

MYTHIC ORIGIN

While Kurtulmak is reputed to be a mortal ascended to divinity, kobolds credit Io, the Ninefold Dragon, with their creation. It is told that when Io first created true dragons, they were originally immortal gods, less powerful than Io but much like him. To make each one of his creations distinct, Io gave each a different aspect of his personality. These divine dragons rarely got along, pursuing only one goal in common—the acquisition of material wealth.

The true dragons quickly realized they lacked the power to manipulate creation in all the ways necessary to accomplish their goals, and they petitioned Io for aid. Io, being an impartial god, would not play favorites with his creations and gave each dragon the same choice. He taught them how to create life by giving up a piece of themselves, but he warned that in so doing, they would permanently be rendered mortal and eventually die. The life they created, however, would serve their desires without fail.

Perhaps not yet wise enough to appreciate their divine existence, the dragons accepted the knowledge Io offered and departed for the world below. They took up residence in widely separate lands. There, the true dragons did as Io instructed, each severing a single limb. Not only did each limb start growing back immediately, but the severed part also grew into an adult dragon. The original true dragons thereby gained mates.

Furthermore, wherever the dragons' blood had spilled, little creatures began to emerge out of the ground with alert, crimson eyes, already looking up at their creators for guidance. Thus were kobolds born, witnesses to the moments during which the immortality of the true dragons slipped away.

LEGENDS

Kobolds record their histories in writing. Kobold priests and bards are expected to remember and document kobold stories, usually by engraving such tales into the walls of tribal lairs. The only place myths are spoken aloud with any frequency is in the hatchery, where kobold wyrmlings are educated on their culture and their racial history.

The Ascension of Kurtulmak

The most venerated kobold legend is the origin and ascension of Kurtulmak. While the particulars of the story vary from tribe to tribe, a popular version is related below.

When Io gave the secret of creation to the true dragons, the first dragon to put that ritual into practice was Caesinsjach, a green dragon. The first kobold to take form out of her blood was Kurtulmak.

Illus. by B. Hagan

A kobold engraving depicts Garl collapsing Kurtulmak's mine

From the beginning, Kurtulmak was much larger than any of his kin. For this reason, Caesinsjach always commanded her kobolds through Kurtulmak. As a result, the towering kobold naturally ascended to a position of leadership.

When Caesinsjach told the kobolds to mine for precious metals, Kurtulmak invented a pickaxe. When Caesinsjach told the kobolds to tile her lair with gold, Kurtulmak minted the first draconic coin. When Caesinsjach told the kobolds to mine precious stones, Kurtulmak taught himself sorcery and learned how to divine where minerals were located.

When Caesinsjach's lair was finally completed, laden with platinum, filled with gold, and gleaming with gemstones, she had become the wealthiest true dragon in creation. Without further need for mortal servants, she released the kobolds from their duties to embrace their own destiny.

In emulation of his former mistress, Kurtulmak immediately began mining a lair of his own. Although he never asked for any help in this endeavor, he nonetheless received it, assisted by every kobold he had worked beside for the past several decades.

Kurtulmak found a spot in the ground where a near limitless supply of metal ore and precious stones were waiting to be mined. Once properly unearthed, a discovery of this size could sustain kobolds for millennia and serve as the foundation for their society. With Kurtulmak commanding the operation, it quickly became the most structurally sound and resourcefully designed mine the world had ever seen. Kurtulmak called it Darastrixhurthi, a fortress fit for dragons. Nothing rivaled it.

Garl Glittergold was not pleased. He looked upon Darastrixhurthi and beheld the marvel Kurtulmak and his followers had created, surpassing any achievement his own people had mastered in the same time. While gnomes were playing

useless games, kobolds had been busy working and were now fit to emerge as one of the dominant races in creation. And so, with a casual wave of his hand, Garl collapsed Kurtulmak's mine, crushing all the kobolds inside.

The gods were appalled and demanded an explanation from Garl, who could only sputter out that his actions were intended as a joke, as if that could somehow excuse the heartless massacre he had committed. Garl had acted out of spite and, even more degrading for the gnome god, jealousy over mortal accomplishment. And yet, regardless of all the berating Garl received from his equals, not one deity came forward to reverse the damage done, leaving the crime unpunished. Then Io moved on behalf of Kurtulmak.

Once the Ninefold Dragon realized that no god would champion the kobolds, he searched through the souls of those who died that day until he found Kurtulmak's broken body, still clinging to life. Even buried under so much rock, Kurtulmak wouldn't give up on his people, refusing to let go of his mortal form until he could find the strength to dig them all out.

Io gave Kurtulmak a choice. He would either empower Kurtulmak with the strength to rebuild the mine, or he would make the mighty kobold a champion of his people for all eternity. In this latter case, the loss of Darastrixhurthi would remain, but the memory of what happened would endure in the minds of kobolds forever, ensuring that atrocities of this magnitude would never be overlooked again.

Kurtulmak made his choice, and because of that decision, this story can still be told today.

Adventure Hook: Elf historians show the characters some charcoal impressions and drawings of ancient Draconic runes taken from the wall of a neglected dwarf stronghold. The runes are certainly kobold in origin, and they mention a fortress called Darastrixhurthi in particular. The dwarves of the hold rebuffed questions about the runes and soon after cordoned off the area due to "structural instability." The historians have since discovered that the entire area has been slated for destruction, and the runes they recorded were merely a small portion of a larger wall. The characters must circumvent dwarf security and decode the runes for the sake of history and a nice recovery fee. In doing so, the heroes find out the dwarves have greater interest in the runes than they let on, causing both groups to race for what could be the original kobold mine that Kurtulmak built.

LANGUAGE

Kobolds speak a version of Draconic, inherited directly from true dragons. The written form of Draconic was developed long after the spoken version, but not by dragons, who have little need to write. The recorded history of kobolds chronicles their relationship to dragons throughout the ages. This history began with paintings, gave way to pictograms, and gradually developed into the runic script of Draconic still used today.

Elf scholars have objectively connected the creation of Draconic runes to kobolds rather than dwarves, as was previously thought. These runes have a link to dragons from many millennia ago, when kobolds split off from dragons either through arcane meddling or divine will.

Regardless of their true origins, it is widely believed that the earliest kobolds served dragons, learning dragon ways. This education included instruction in a variety of Draconic dialects and accents. When kobolds became independent, forming new tribes and lairs for themselves, they took the Draconic language with them.

As these early, self-sufficient kobolds interacted with each other, either for conquest or survival, their inherited Draconic dialects mingled. These dialects gradually became the amalgamated form of Draconic spoken by many kobolds today. Kobold sorcerers learn how to speak true Draconic, which requires much more exacting pronunciation.

SETTLEMENTS

Whether or not a kobold tribe enjoys prosperity, its numbers invariably swell. Tribes try to accommodate their growing populace by mining out additional living quarters and enduring cramped conditions, but eventually population overtakes space. The all-watcher then announces that the tribe must split.

This decree marks a time of celebration for kobolds. It means that the tribe can expand into new lands, spreading the influence of kobolds even farther and relieving overcrowding.

The tribe divides the population evenly, allocating representatives from every profession necessary to maintain a new kobold lair. The departing group includes a large number of young adults with the vigor to create a new living space from the wilderness. Older and more experienced kobolds might join the new tribe later on, but only after construction is well under way.

A new kobold lair must contain large veins of metal or significant deposits of precious stones, preferably both. Not content to leave finding such a place to chance, kobolds rely on sorcerers and priests to identify a suitable locale for a new warren.

Kobolds never start mining a new lair until a profitable site has been found. Such spots are scouted out well in advance of a wandering tribe embarking on their exodus. Scouts note potential competitors and other dangers, determining the need for war. Common locations include mountains with lush valleys or natural rock formations near rivers. Natural caverns are also good, especially if the cavern provides ample shelter without modification.

THE KOBOLD ECONOMY

"Good friends are reliable, close family members stand by your side, and a well-chosen mate might die to protect you, but only a kobold tribe serves without fail."

—Vignarthurkear, a blue dragon giving advice to one of her hatchlings

Kobolds have been keeping a secret about themselves for untold millennia: They're rich. Not just rich as in having a good year at the diamond mine, but as in huge, cascading mountains of gold. They have been wealthy for a very long time. The obvious question asks, "If kobolds are so rich, then where is all their gold?" The answer to that is not that difficult to fathom—kobold treasures line the beds of dragons, the kobolds' greatest allies.

Dragons and kobolds have been immutably linked since there first were dragons and kobolds. One sprang from the other. Dragons love precious metals and gems, and kobolds are the most industrious of humanoids when it comes to extracting such things from the earth. Some kobold tribes even mint gold coins with a likeness of the dragon they serve. Not even dwarves can compete with their productivity.

As neighboring peoples discovered the kobolds' penchant for mining and the kobolds discovered a demand for their skills, the little reptiles quickly became suppliers for realms that have no desire to do business with dwarves. Kobolds have been quietly underselling dwarves ever since, thanks to disguised and glamered kobold merchants. As their network of business connections grew, these merchants eventually established their own tribes, becoming all-watchers themselves. The kobold cycle of wealth is thereby sustained.

The functioning of the kobold economy gives kobolds power on two fronts. First, kobold tribes that provide wealth to dragons gain status among those dragons as if they were dragons themselves. Second, once civilizations become dependent on kobolds for metal, that region is usually less of a threat to kobold existence and becomes a tool in kobold schemes.

EXAMPLE LAIR: IEJIROKARTHEL

The most obvious entrance to Iejirokarthel, translated from the Draconic as "Blood Home," is located at the deepest part of an enormous sinkhole. The sinkhole is extremely treacherous to climb, made more so by jagged rocks near the opening. The kobold inhabitants of Iejirokarthel sharpen many of these rocks, ensuring that climbing lines eventually slice in two.

An inconspicuous set of narrow stairs has been built into the sinkhole wall, leading down to an entranceway that further descends into a gloomy dungeon of roughly hewn walls and labyrinthine corridors. This dungeon is populated with giant vermin and undead monsters that never disappoint adventurers in search of a challenge.

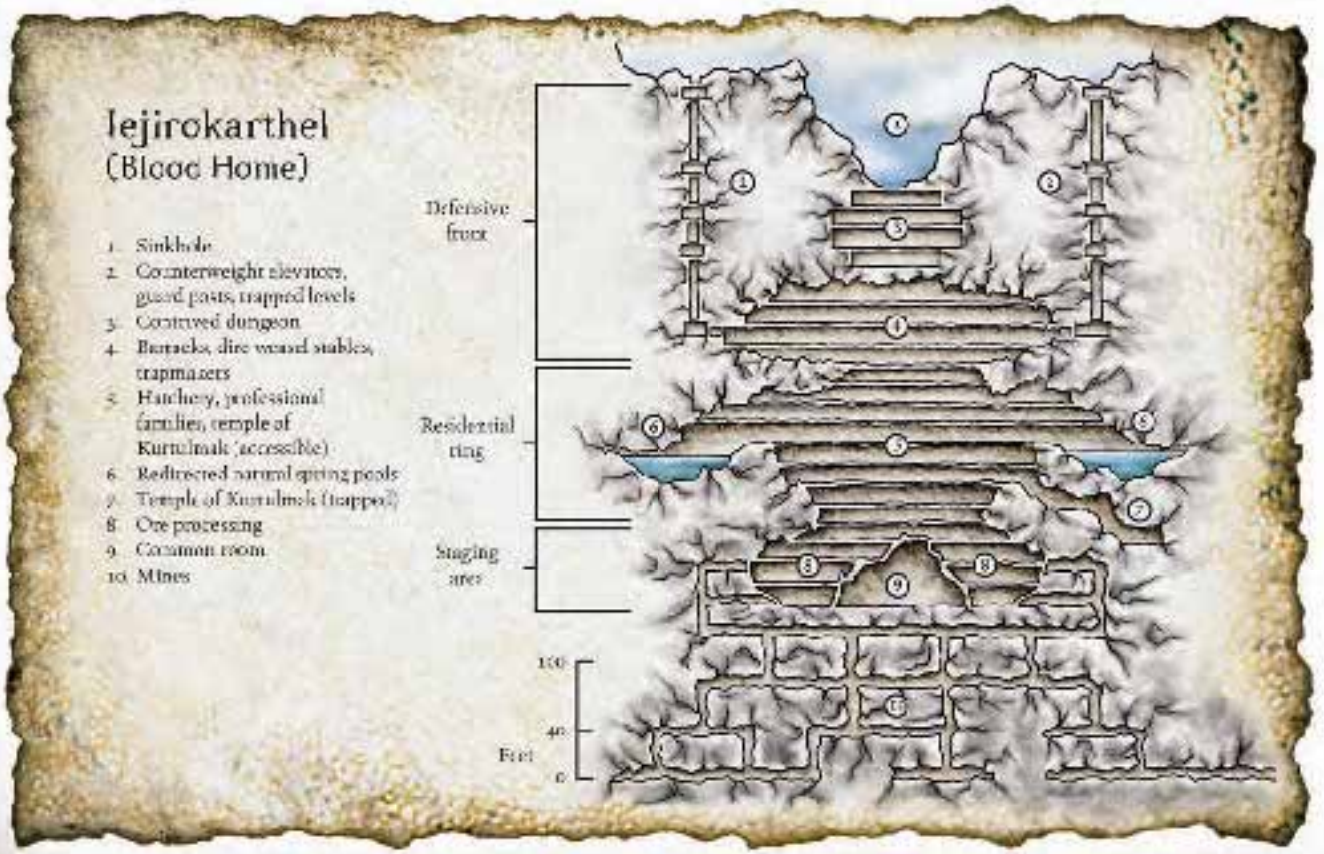
In reality, the dungeon is a front. It serves as a practice ground for kobold trapmakers to implement their latest inventions and for young kobolds to test their mettle against adventurers. Iejirokarthel's kobolds deliberately created the dungeon as a ruse to deflect interest away from their actual lair, located even deeper underground and accessed through hidden entranceways.

The lair has 5-foot-high ceilings and a meticulous layout. Its architecture incorporates images and sculptures of dragons wherever space permits. Almost every wall in Iejirokarthel is adorned with a carved depiction of kobold history.

Defensive Front

The first tier of this kobold lair, where it is closest to the surface world, primarily consists of barracks for augmenting sorcerers, offensive sorcerers, and warriors. These barracks are concentrated near each entranceway, along with quarters for any specialists trained in maintaining the warriors' equipment.

Svent, Dire Weasel Trainer: A wide den has been mined out here to accommodate several animals. A kobold named Svent breeds dire weasels in this den, and he trains them for fighting and riding. It is one of the most raucous



parts of Iejirokarthel and definitely the most pungent, being saturated with musk.

Irthos, Master Trapmaker: In this workshop, larger than the spaces afforded to most kobold specialists, Irthos designs and constructs her traps, aided by numerous apprentices. The workshop is located close to the false dungeon, allowing for easy access to the labyrinth.

Residential Ring

The second tier contains common living quarters. Kobold workers and specialists eat and sleep in this area. Each professional family deliberately groups together to occupy the same locale. The inhabitants have diverted two springs to form pools for swimming.

The Hatchery: If the living quarters form a gigantic wheel, then the hub is a large chamber reserved for the hatchery. All females come here to lay their eggs. Fosterers remain continually vigilant over these eggs and raise the hatched wyrmlings until they are old enough to join the tribe.

Temples of Kurtulmak: Two temples to Kurtulmak grace this lair. One is in a mined-out area between districts occupied by professional families where adepts and clerics live and raise kobold wyrmlings designated for a specific purpose. The second is at the end of a heavily trapped corridor, quite removed from the living quarters on this level. It is within this second temple that the tribal treasures are safeguarded. (For a detailed map of this temple and the route to its location, see page 49.)

Staging Area

The third tier is where most of the bustle of tribal life takes place. Ore is processed and smelted on this level, and kobold miners start their day here before marching into the mines. All the practical professions congregate here, including alchemists, blacksmiths, demolitionists, jewelers, hunters, pragmatic and preemptive sorcerers, and stonemasons.

Verth, All-Watcher: The all-watcher of Iejirokarthel maintains his residence here, allowing him to monitor the daily activities of his tribe. Verth also likes to remain near the most experienced spellcasters of his lair (the instructors) in case preemptive sorcerers need to impart any breaking information. Strict and practical, Verth keeps his tribe content with demanding projects.

The Common Room: As the largest open space in Iejirokarthel, this room is big enough to accommodate a Colossal dragon, but it is more frequently used at the beginning of each day when the entire lair performs the Searching for the Dragon ritual. Bonding ceremonies between kobolds are also held in this room, in addition to sorcerer vows. When not otherwise in use, which is most of the time, this roughly hewn room is where kobold sorcerers train to harness their abilities.

CREATING KOBOLD CHARACTERS

If the biggest hurdle a kobold faces is her lack of strength, then that's no obstacle at all. The moment a kobold accepts her physical weakness, the more powerful she can become through means other than brute force. Kobolds' power doesn't originate in their muscles, but from their hereditary magic—in the heart of every kobold flows the blood of dragons.

You should decide whether your character has undergone the draconic Rite of Passage (see page 43), a cultural ritual practiced since the days when the first dragons gave it to kobolds. Moreover, 1st-level kobolds can choose the Dragonwrought feat (see page 100), becoming a dragonwrought kobold and enjoying the benefits of being a Small dragon.

If lack of physical strength is still a mental obstacle for you, consider these numbers. While +2 Dexterity, –4 Strength, and –2 Constitution look like an insurmountable deficit, you can apply the elite array of ability scores to a kobold sorcerer to get Strength 8 (from 12), Dexterity 15 (from 13), Constitution 12 (from 14), Intelligence 10, Wisdom 8, and Charisma 15.

Charisma and Dexterity are both good. Low Wisdom means a lower Will save, but this disadvantage is minor, since Will is a good save for sorcerers. The low Strength score is only a problem for damage—the kobold's Small size cancels the penalty such a low score would normally apply on attack rolls. Carrying items is no problem. Kobold equipment weighs half as much as normal gear from the *Player's Handbook*, while kobolds can carry three-quarters of what a Medium creature can.

Not only is a kobold good with ranged weapons, but also with the help of *mage armor*, her Armor Class can easily reach 18 at 1st level, factoring in size and natural armor. Tactically, kobolds can outmaneuver dwarves, gnomes, and halflings with their speed. Using a longspear for its extra reach, a kobold sorcerer should be able to adequately protect herself.

These are mechanical advantages, which says nothing of kobolds' historical background. Kobolds come from a lawful evil culture that treats loyalty to the tribe as the highest ideal. Player character kobolds are no more bound to that paradigm than a PC elf is bound to loving forests.

Still, to ignore where kobolds come from denies your character a wealth of roleplaying opportunities. Kobolds who spend any time away from the tribe are torn between their emerging sense of individuality and their long-instilled tribal habits. Choosing one of these extremes is certainly an option, but placing a kobold somewhere in the middle of that introspective battle creates a much more interesting dilemma.

KOBOLDS AS CHARACTERS

For kobolds, awakening the potential of sorcery within themselves is a birthright. Nothing could be more natural. As quick-footed creatures, kobolds can also become talented rogues. With a kobold's lack of brawn and stamina, the fighting professions might seem less than appealing, but as with any vocation that kobolds embrace with determination, they are still very much possible.

Barbarian: Kobold berserkers are more common than one might think—their bonuses when raging more than negate the kobold's racial ability score penalties. A kobold barbarian is therefore able to hold her own against most other opponents once her draconic blood starts boiling. The kobold does enjoy a slight advantage when raging because the –2 penalty to Armor Class is offset by her Small size and +1 natural armor bonus. Finally, a kobold barbarian is

capable of moving twice the speed of most other creatures her size, giving her a significant tactical advantage.

Bard: As natural sorcerers, kobolds intrinsically understand how bards manifest their magical abilities, using performance as a focus. It takes very little for kobolds to pick up this profession on the fly, drawing on their innate aptitude for sorcery. As nimble creatures, kobold bards also make exceptional scouts and acrobats, specializing in tumbling to take advantage of its defensive bonuses.

Cleric: Most kobold clerics worship Kurtulmak, but kobolds are not limited to that deity, especially if they have broken with tradition and embraced an individualized path. Io, a neutral dragon god, is more than willing to accommodate such kobolds. Many other dragon deities (see Dragon Deities, starting on page 149) also accept kobold worshipers. Kobold clerics don't usually weigh themselves down with heavy armor, preferring speed and maneuverability.

Chapter 6: Character Options includes racial substitution levels for any dragonblood cleric, including a kobold one.

Druid: Kobold druids are champions of underground resources and very much at odds with their own culture. They feel that mining without exercising restraint robs the earth of nourishment. As such, kobold druids are usually exiled from their lair for having counterproductive beliefs. These kobolds sometimes attack their own tribe, using natural traps and summoned animals. Kobold druids favor lizards or dire weasels as their animal companions.

Fighter: A kobold fighter favors weapons with reach or light weapons to which the Weapon Finesse feat can be applied, and with good reason. Kobolds prefer fighting styles that reward speed and cleverness, such as Spring Attack to better execute hit-and-run tactics against slower creatures. Kobold fighters traditionally wear light armor and carry crossbows or slings. Strong kobolds esteem bows for the ease with which such weapons can be reloaded.

For alternative options for the kobold fighter, see the kobold racial substitution levels in Chapter 6: Character Options.

Monk: The hardworking and introspective nature of kobolds lends itself to the disciplined monk. The inner focus evidenced by the Searching for the Dragon ritual can easily be directed toward the perfection of martial abilities. Kobold monks take full advantage of their Dexterity, applying Weapon Finesse to their unarmed strikes at the earliest opportunity.

Paladin: Kobold paladins are exceedingly rare and are almost never the product of a typical kobold tribe. Similar to fighters, kobold paladins avoid medium and heavy armor until they acquire a special mount, which can be a dire weasel. At this point, kobold paladins often resort to wearing heavier armor and wielding lances, using their mount to provide speed.

Ranger: Kobold rangers are unrelenting when tracking, especially in pursuit of a fleeing gnome. Even after locating her prey, a kobold ranger shadows her quarry until a good ambush position can be found. As Small creatures, kobolds are very good at sniping from hiding, which is only augmented by their Dexterity bonus. Most kobold rangers choose archery as their combat style and attack from cover.

For alternative options for the kobold ranger, see the kobold racial substitution levels in Chapter 6: Character Options.

Rogue: As inherently agile creatures, kobolds make skilled rogues and talented trapmakers. Kobold rogues place even more emphasis on agility than kobold fighters do—sneak attacks aren't about strength. Realizing this, kobold rogues focus on Bluff, Hide, and Move Silently to maximize their chance of catching their opponents flat-footed.

For alternative options for the kobold rogue, see the kobold racial substitution levels in Chapter 6: Character Options.

Sorcerer: Kobold sorcerers are preeminent in their society and always regarded with deference. Kobolds can turn to sorcery at any point in their lives with complete confidence that their draconic heritage is always waiting for them.

Chapter 6: Character Options includes racial substitution levels for any dragonblood sorcerer, including a kobold one.

Wizard: Although kobold wizards are no less capable than sorcerers, a large amount of cultural stigma is attached to pursuing this class, as if doing so goes against every draconic principle for which kobolds stand. It has never been a question of whether kobolds can become powerful wizards, but rather why they would deny their own heritage when the same arcane magic can be so readily accessed from within. Kobold wizards who remain with their tribes endure ridicule and scorn their whole lives.

KOBOLDS IN EBERRON

The kobolds of Khorvaire trace their history to the dawn of Eberron. According to ancient legend, kobolds were formed from the drops of blood shed in the battle between Eberron, Siberys, and Khyber. A new generation of dragons descended from Siberys, Khyber brought forth fiends and horrors, and Eberron gave birth to the creatures of nature—but the kobolds were already there, spawned from the first battle. True or not, this myth is the driving force behind kobold psychology and culture.

Two subraces of kobold exist in Khorvaire: the iredar (Draconic for "ones of earth"), who trace their ancestry to Eberron, and the irvhir (Draconic for "ones below"), who descend from Khyber. These two subraces share a common appearance, but each has a distinctive body odor that kobolds can instantly detect.

Beyond scent, the key distinction between the kobold subraces is based on their approach to magic. Irvhir sorcerers typically use spells tied to corruption and darkness, while iredar sorcerers usually have powers of defense and binding. This is not an absolute rule, and a kobold PC can take any spell she desires. However, an iredar kobold who makes use of spells such as *fear*, *darkness*, or *chilling touch* might be viewed with suspicion by her companions, who see these as the powers of the Dragon Below.

Stories are told of a third subrace of kobolds: the irsvern (Draconic for "ones above"), children of Siberys. According to legend, these kobolds have wings and live in hidden communities on the peaks of the tallest mountains.

Illus. by R. Horsley

Between the fabulous existence of dragons and the mundane races stand those creatures with no home in either sphere. Half-dragons, even when they are the product of a loving relationship, are alone most of the time and end up having to fend for themselves. Draconic creatures trace a much more tenuous dragon ancestry, but they remain noticeably alien and do not always fit in well. These are the dragon-descended, whose heritage includes one or more dragons, possibly as recently as one generation previous.

Such beings do not form communities of like individuals. They can't—each is the result of a unique circumstance, setting him apart from not only his kin, but also from the haughty and solitary dragons. Moreover, dragons do not look kindly on the capricious mingling of draconic blood with that of nondragons or even dragons of another kind.

The dragon-descended often have humanoid blood and do interact with humanoid societies, particularly as members of fringe groups such as adventurers. Sections throughout this chapter describe how half-dragons and draconic characters compare to and contrast with the humanoids among whom they usually live.

Half-dragons and draconic creatures are created using templates. The half-dragon template appears on page 146 of the *Monster Manual* (with additional options found in this book). The draconic template originally appeared in *Draconomicon* and is reproduced at the end of this chapter for ease of reference.

Although either of these templates can be applied to a wide variety of creatures, most of the information in this chapter assumes that the nondragon part of a half-dragon's or a draconic creature's heritage is a humanoid of some kind.

THE HALF-DRAGON: A DAY IN THE LIFE

Angriz Ulhargix stretched out his arms and glided on mottled flaps of skin down from the ancient tower. Landing lightly in the circular space of his laboratory, he looked around the room and then moved to the workbench, checking on the progress of various experiments. He adjusted a flame here, added a measured portion of reagent there, and mumbled a brief incantation over a sealed vessel. Satisfied, he descended to the kitchen hearth and stirred up the fire, adding fresh fuel to bring the kettle to a boil for tea.

As the water heated, he jotted some notes in a journal and leafed through loose papers on the dining table. His cat familiar purred as she rubbed against him, looking for head scratches and table scraps.

Angriz needed fine sapphires to fashion an idol, and to get them he would have to brave the fair. Well, there was nothing for it. It was his only chance to

find a jeweler with suitable wares, and the fair came but once a season. The stares, the whispered comments, and the pointing fingers—those he could handle. Trying to find a merchant who would even talk to a bastard creature such as he, let alone deal with him, was always emotionally draining—humiliating, even.

You'd think dragon blood would count for something, but Angriz had never developed a talent for finding gemstones. It would be so easy just to swoop in and take all he wanted; the blue-black scales of his face drew back into a nasty grin at the thought of it. But it had taken him so much effort just to be allowed to stay in this ruin in peace. Even perceived misbehavior would be enough to get him driven out of town. Again. Perhaps that overly friendly halfling would be at the market today. Though a pest, the little one had a knack for being a go-between. She actually dealt with Angriz as an equal.

Angriz sighed and gulped down scalding tea. He took a voluminous traveling cloak from a wall hook. Swathing himself in its folds, he ventured into the gray morning.

THE DRACONIC CHARACTER: A DAY IN THE LIFE

Molligrew Treebonnet was doing what she loved best, wandering around the fair, and taking in all the sights. She loved the bright colors and the tumblers and the dancing and the games, as well as the wonderful treats for sale in the market. She flitted from one booth to the next, skipping like a child with delight. Indeed, to many of the other fairgoers she seemed a child at first, barely three feet in height with a chubby, merry face.

Molligrew was almost thirty years old, however; a mere youth among her people, yet unnaturally childlike even for a halfling. Her heart was joyous and frolicsome, and she longed to discover what delights the wide world held. Although there had always been something different about her, most folk couldn't help but like her immediately.

Molligrew's skin shone with a bright coppery shimmer, and her green, catlike eyes sparkled with exuberance. Her hair looked like spun copper, bright and red, bound up in pigtails that only emphasized her childlike appearance. The knitted gloves she always wore, even in the summer, were a strange quirk—most who noticed the gloves assumed she had suffered an injury.

Today she was looking around the fair for someone she had met last season—someone so mysterious that Molligrew just had to find out more. The tall, gloomy stranger in the shapeless cloak had been quite standoffish, even rude, but that didn't keep Molligrew from persisting. She knew that everyone liked her once they got to know her.

He had been looking to buy something unusual—though he hadn't elaborated—but most of the vendors had been unwilling to talk to him. Being rebuffed hadn't done anything to improve his mood, but Molligrew just went ahead and asked him what he was looking for. At first, he tried to chase her away, saying that such a silly little creature couldn't possibly be of any help, but after some encouragement, he had finally relented. He was looking, he had said, for several gemstones of unusual provenance.

"Pretty things?" Molligrew had said. "There's a lady who has armfuls of them. Comes every season. She's right over there. I could talk to her for you."

The stranger's eyes had followed her pointing finger, and he had moved about uncomfortably under his cloak for a few moments. Finally, he had produced a scrap of paper on which some strange words were written.

Molligrew remembered a glimpse of blue-black scales and ragged claws as she took the paper; the stranger's hand had quickly withdrawn. She had skipped off to the jeweler's booth. A few moments later, she had come back with a list of prices, and not long after that, the stranger had received a small pouch of gemstones.

She had refused the coin he had diffidently tried to offer in thanks. It had been fun, after all. Then he was gone, just like that.

Well, here it was a new season and a new fair. Molligrew was willing to bet he'd be back. Maybe she could learn more about this stranger.

DRAGON-DESCENDED PSYCHOLOGY

The dragon-descended—those with some draconic traits but not true dragons—stand apart from society. For many, this status (or lack thereof) leads to isolation and unhappiness, though some have learned to make the most of their natural advantages.

HALF-DRAGONS

Although half-dragons have varied origins, the one thing they share is loneliness. For most, this condition is imposed by the nature of their existence as monstrous crossbreeds. Some few deliberately choose this solitary path, though, such as by entering the dragon disciple prestige class (*DMG* 183) or undergoing some other process.

The majority of half-dragons had no choice in their conceptions. Such creatures have to deal with looking markedly different from their parents and their parents' kin. Even half-dragons who have a loving dragon parent are raised by the nondragon partner—usually the mother—and have little or no contact with the dragon.

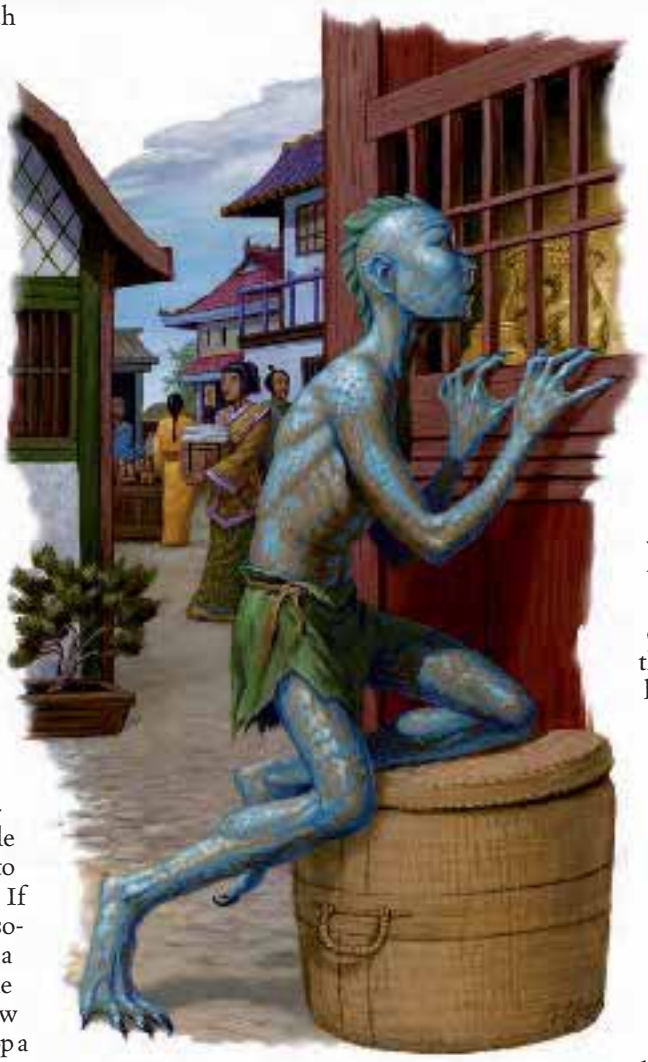
A half-dragon raised among humans or other short-lived races has to deal with slower physical and emotional growth, despite having a keen mind. His monstrous appearance leads to ostracism or worse. A half-dragon's response to such exclusion or abuse might be to withdraw into sullen solitude, nursing a bitter hate that only reinforces his isolation. Or he might lash out with his fearsome natural arsenal, killing or maiming his tormentors and guaranteeing his exile or destruction.

Half-dragons raised among other creatures that share their nondragon heritage mature much more slowly than their fellows. Indeed, one might still be a child when his grown peers are killed in battle. Even before the half-dragon has left adolescence, the rest are dead of old age. Life is cheap in such societies, and the parent cannot afford to devote extra time to this one demanding child. So he usually ends up in a group nursery, watching several groups of infants grow and leave before he is old enough to go. He might even be called on to assist in communal rearing, usually by

performing menial chores such as cleaning up waste.

Years of being treated as a child and a burden leave scars, especially to a half-dragon with active and inquisitive intelligence. He typically leaves the tribe as soon as he can defend himself adequately. Very occasionally, though, a half-dragon rises to a position of leadership within the tribe by virtue of his intelligence, superior strength, and natural abilities. (A blast of dragonfire has a way of convincing challengers to back down.) Led by a half-dragon chieftain, a horde of orc raiders becomes an even greater destructive force.

Human societies can range from open-minded to superstitious and bigoted when it comes to half-dragon children. A half-dragon's frightening appearance and terrible weaponry become obstacles to acceptance in any situation. If he is raised in an accepting society, a half-dragon can enjoy a normal childhood, although he must still contend with his slow maturation. Such beings develop a draconic patience and a long-term outlook. Those who have the misfortune to live in a narrow-minded society are likely to end up hidden in a back room or even in a shed, treated like an animal.



A half-dragon's lot is always to be apart from everyone

Illus. by C. Frank

Sometimes a metallic dragon (often silver) favors an elf with its affection. Both are long-lived beings and share a magical nature. They have similar outlooks on life and moral duty.

The offspring of such a union is considered a special blessing, and the dragon parent might even remain near the elf community and participate in rearing the child. The community elders take a special interest in awakening the magical potential of the half-dragon.

Held up to impossible standards, subjected to intense schooling, and kept separate from others his age, the half-dragon often finds it hard to mature socially. The pressure to perform takes its toll, manifesting as emotional and physical outbursts alternating with deep depression. Many such children leave home as soon as they are able. Those who continue in wizardly training can rise to influential positions, but they can also be emotionally distant.

Drow are a special case. Evil dragons can lair near drow cities and form alliances with the dark elves. Deep dragons in particular (see *Monsters of Faerûn*, page 40) might take drow form and consummate a relationship with a high priestess, the head of a house, or some other powerful individual.

The child of such a union becomes a prized tool in the ever-swirling intrigues of drow society. Leaders of the half-dragon's house jealously guard the creature, attempting to keep its existence secret from other drow who would try to steal or destroy it. The child has no say in its upbringing; a male is placed in a school of wizardry, and a female is sent to serve in the temple.

Much like with half-dragons in other elf societies, the pressure to perform can lead to extreme emotional imbalance, made even worse by the brutality of internecine drow conflict. Usually this mindset is useful to drow culture, and such beings end up in positions of great power. Those who do not learn to survive and overcome are summarily destroyed.

Dragons rarely take dwarves as mates. This fact seems odd at first blush, since both types of creatures are stubborn and often covetous, but these factors also drive dragons and dwarves apart. Dwarf communities, although close-knit, are isolated and difficult to reach. Dwarves' predilection for killing dragons and seizing their hoards also limits the opportunities for crossbreeding.

Halflings and gnomes also produce few half-dragons. Most dragons consider these races to be silly and inconsequential, although individual halflings and gnomes might decide to buck the stereotype.

DRACONIC CHARACTERS

The ancestry of a draconic character is diluted compared to that of a half-dragon. Such beings might retain superficial details of the ancestral dragon variety, but such is not necessarily the case. They more often inherit some of their ancestor's personality traits (see below).

A touch of dragon in one's bloodline can come from a number of situations. Sometimes it's the result of arcane meddling, mixing elements of draconic blood with that of other creatures. More often, a draconic creature is descended from the union of a half-dragon and some other being. Two half-dragons usually produce half-dragon children, but about one in four are draconic creatures instead.

The descendants of dragons retain some of the characteristics of their forebears, probably due in part to dragons' tendency to mate with creatures of similar bents. Ogres, orcs, drow, and members of other brutal or harsh cultures reinforce their existing tendencies with the blood of evil dragons. The playful nature of copper dragons is most commonly manifested in gnome and halfling descendants. Draconic elves display the patience and wisdom of gold and silver dragons. Draconic kobolds can reflect the personalities of any sort of dragon, but they are most likely to resemble the evil or neutral dragons of earth and deep places.

A draconic humanoid can sometimes pass as a typical member of her race, with her draconic features complementing her existing talents. Such individuals usually enjoy normal lives unless their society is intolerant of even minor variation. Even so, a draconic character's sharp claws can be difficult to explain. Some hide this obviously alien feature, while others exploit it—claws are handy in a fight.

Other draconic beings are visibly different, to the extent that they are sometimes mistaken for half-dragons.They are liable to experience loneliness and misunderstanding similar to that of half-dragons, so they are drawn to others like them. In fact, teams of half-dragon and draconic creatures make for excellent adventuring parties.

Draconic characters might not understand why they are different from their kinfolk. The influence of a dragon bloodline could be so far buried in the past that the appearance of such a being is a random fluke. A draconic character knows she is different somehow and might feel an unaccountable longing to see real dragons, but she might never know the truth of her lineage.

Roleplaying Application: Is your character aware of her draconic heritage? Did her people once live in a closer relationship with true dragons? What is their attitude toward a child with dragon blood? Do they recognize her for what she is?

DRAGON HERITAGE AND BEHAVIOR

The presence of dragon blood in one's heritage, however slight, affects one's outlook on life. Draconic characters share some tendencies of the dragons from whom they are descended, but these characteristics are not overwhelming. Dragon parentage strongly colors a half-dragon's personality, however, causing the half-dragon to share the same alignment and demeanor. A player character might be the rare exception whose alignment differs from the norm, but others are likely to react to a half-dragon based on their assumptions about that dragon's usual nature. Even if he shares the dragon parent's alignment, a half-dragon's personality is shaped by the nondragon society into which he was born.

Here are some roleplaying suggestions for incorporating the traits of the ten true dragons in the *Monster Manual* into your half-dragon character.

Black: You are sly and incisive, which might suit you well for the paths of the rogue and assassin. Your darkly tinged flesh also aids in such endeavors. You tend to be unpredictable and violent. Your tendencies might favor rapid advancement in societies that value them but make you the object of suspicion in most others.

Blue: You are vain and acquisitive, proud and fierce. These latter qualities serve fighters and barbarians well, while a rogue might make the best use of the former. Your lawful alignment allows you to be a monk, although you are more interested in physical perfection than mental discipline. You love to display your prowess and boast about your achievements. You prefer to do things on your own, which can cause friction in a group situation.

Green: You are belligerent and tyrannical, preferring to strike first and ask questions later. You like to throw your weight around, so you make an excellent brawler or barbarian. Brutish and warlike cultures value these qualities, but in a civilized setting, you might be a mercenary or a gladiator. If you become a cleric, you tend to serve a deity of strength, conquest, and violence.

Red: You are haughty and covetous, valuing personal wealth and glory above all else. You're a natural sorcerer, since you rely on the force of your personality to acquire riches and power. Greed and pride drive you toward a life of adventure. You can't get enough of preening and admiring yourself in front of a mirror. The reddish hue of your flesh resembles the skin tones of goblinoids, and you might become a great leader among them.

White: You are brutish and hedonistic, especially enjoying visceral pleasures. Likely born in the cold northlands, you are uncomfortable in warm environments. The children of white dragons make excellent wilderness travelers, particularly rangers.

Brass: You are the chatty type. You love to engage in conversation, which is to say talk at length without letting another get a word in. The bard class is a natural choice for you. You're usually good-hearted, despite earning a reputation as a bore. Although half-dragons are rare among the small folk, half-brass dragons who appear in halfling or gnome communities fit in very well.

Bronze: You are curious and brave, and you have a soft spot for animals. As a child, you probably had a favored pet or even a bedraggled stray to keep you company without prejudice or question. Perhaps you ran away from your community to take up a life in the wilderness. The children of bronze dragons have a natural affinity for the druid and ranger classes. Those born into wild elf communities (*MM* 104) are often treated as equals.

Copper: You love tricks and jests, but you're a bit greedy. This personality lends itself well to the bard and the rogue classes and complements a halfling's demeanor perfectly. You might have reacted to your unusualness by becoming a prankster or used your inherent magic to produce entertaining effects. You desperately want to be liked by everyone you meet, and you become petulant if rejected.

Gold: You are wise and patient. You value examining and discussing a situation at length more than undertaking hasty action, but you are committed to a course once you have made a decision. You have a strong sense of justice. The offspring of gold dragons are most likely to become clerics or paladins, usually serving deities of justice and order.

Silver: You're a people person. That's how you were conceived, after all—silver dragons love to spend time among humanoids. The individuals around you might not respond as you wish, either putting you on a pedestal or turning a cold shoulder, but you persist in trying to form friendships

and can be deeply hurt when your affection is not returned. Silver half-dragons are drawn to classes that aid and support others, becoming clerics who focus on healing or druids within rural communities.

DRAGON-DESCENDED HERITAGE

Both draconic and half-dragon characters sometimes discover their heritage. In fact, knowing that heritage can be vital to unlocking a particular power. Many who discover their heritage are proud of it, and they shout their ancestry to the heavens. However, not all dragon-descended see draconic ancestry as a boon. For such characters, the Rite of Draconic Affinity (described below) can help put a distasteful ancestry behind them once and for all.

Rite of Draconic Affinity

The Rite of Draconic Affinity changes your draconic heritage from one kind to another.

Changing one's draconic heritage is rarely a difficult decision. Most dragon-descended creatures never think of doing so, but a few decide their ethos doesn't match their heritage. For instance, a half-dragon paladin may decide that his black dragon father's blood is too much of an obstacle to overcome. On the other hand, a backbiting sorcerer might feel his gold dragon mother's blood keeps him from being all he can be.

When the rite begins, the participant spends 24 hours fasting and meditating, all the while anointing himself with the distilled essence of the dragon type he wishes to take on (see Cost).

Prerequisites: Only half-dragons or other characters with a defined draconic heritage (such as those who select the Draconic Heritage feat, described on page 102) can undergo the Rite of Draconic Affinity. A dragon or half-dragon of the kind the recipient wishes to acquire must perform the ritual, and that creature must have 10 ranks in Knowledge (arcana).

During the last minute of the ritual, the participant stands and is subjected once to the breath weapon of the performer of the rite. After feeling the breath and taking damage from it, the participant sheds his old heritage for the chosen new one.

Benefit: You change the kind of dragon in your heritage to a different kind of dragon. The new kind of dragon must have an alignment no more than one step away from yours. For example, a chaotic evil half-red dragon can choose from among black, brown, chaos, crystal, deep, fang, howling, pyroclastic, sand, shadow, song, Styx, Tarterian, topaz, tun mi ling, and white. A character with the Draconic Heritage feat replaces the original heritage with the new one.

All manifestations of your draconic heritage change to match the new dragon kind, including physical appearance, breath weapon type, and all other benefits. For example, a half-dragon who removes red dragon and replaces it with blue dragon loses immunity to fire and gains immunity to electricity. His breath weapon changes from a cone of fire to a line of electricity.

If your class skill list changes (usually due to the change in your Draconic Heritage feat), previously purchased skill ranks remain but future ranks are purchased using your new class skill list.

If you no longer qualify for a feat due to the transformation, you lose the feat and immediately select a new feat for which you qualify in its place. If the lost feat is a prerequisite for another feat, you must also replace that feat.

If you no longer qualify for a prestige class, you lose the benefit of any class features or other special abilities granted by the class, gaining nothing in return. You retain Hit Dice, base attack bonus, and saving throw bonuses gained from advancing in the class.

Time: The Rite of Draconic Affinity requires 24 hours of fasting and meditation. If the rite is interrupted, it is spoiled and must be started again.

Cost: This rite requires special oils costing 5,000 gp.

DRAGON-DESCENDED LIFE

The nature of a dragon-descended creature's life depends greatly on how he is perceived by and how he interacts with the nondraconic beings around him.

HALF-DRAGONS

Isolated as they are, half-dragons develop solitary pursuits involving intellectual stimulation and discovery. A half-dragon derives great pleasure from testing himself against ever greater challenges.

Leisure

Enjoying long lives, as well as their ancestors' materialism, half-dragons are collectors par excellence. They obsess about acquiring the finest pieces for their collections, with interests that often mirror those of their draconic parent. A half-blue dragon often covets fine gems and jewels, especially sapphires, while a half-gold dragon becomes an art connoisseur. Once collected, a piece never leaves its owner's treasury, and the half-dragon happily spends hours at a time looking over his treasures.

Half-dragons enjoy reading, and they maintain libraries as extensive as they can afford. Those who practice the arcane arts in particular boast immense collections of tomes. Such love of reading comes naturally to the lonely and gifted. Sometimes a bookish young half-dragon earns the rude nickname "bookwyrm."

Magic, especially of an arcane variety, is a prized pursuit of any half-dragon not soured on spellcasting by childhood lessons. Half-dragons are innately magical beings, and their own bodies provide powerful ingredients and foci for magical effects.

Dragons are ravenous creatures and fearsome hunters. Their progeny share these qualities. The life of a lone hunter appeals to the reclusive nature of some half-dragons. Others instead become epicures, if not outright gluttons, and indulge themselves in rare delicacies. Such creatures might travel the world in search of new culinary experiences or pay handsomely for samples brought from distant lands. Many have a weakness for wine or spirits, and even though their stout constitutions make them harder to inebriate, they just drink more to make up for it.

Arts and Crafts

Artistic interest and talent usually flows from the humanoid parent rather than the dragon one. Although dragons

love to look at and possess fine works of art, they are seldom interested in creating such objects. Half-dragons born to brutish folk, such as goblinoids, care little for artistic treasures except as loot to sell for something more useful.

On the other hand, those with elf or dwarf heritage often possess an innate talent for creating fine works. Provided the community has accepted such a half-dragon and allowed him to pursue his own interests, he might eventually stand in history alongside the most famed artisans of that race. With their sorcerous nature, half-dragons are especially talented at crafting magic items.

Technology and Magic

The very blood and flesh of dragons is magical. Half-dragons inherit much of this arcane power, making them naturally suited to the spellcasting classes. Those sharing the blood of elves or other magically gifted folk have the potential to become masters of magic, archmages and loremasters of the highest ability. No arcane secret is beyond a keen intellect combined with great patience.

However, half-dragons can be prone to the negative aspects of draconic personality. Often conservative in thought, half-dragons can be unwilling to look at things in new ways—a tendency that increases with age. Possessiveness can also be an obstacle to a half-dragon's magical development, for once he has acquired a bit of magical lore, he is many times unwilling to exchange that knowledge for another's. Rather, half-dragons embark on secret expeditions to unearth long-lost fragments of knowledge, having spent long hours in solitary research, or they conduct arcane experiments to devise unique magic.

Illus. by E. Fiegenschuh

Half-dragons are obsessive readers and collectors of books

The offspring of metallic dragons might be gifted in divine magic, although they are more likely to worship draconic deities or spirits of nature than they are humanoid pantheons. Half-dragon clerics are not common, but those who exist hold a position of special honor in the worship of Io, the Ninefold Dragon (described on page 155).

Both sorcerers and wizards are common among half-dragons, though sorcerers are more numerous. This tendency toward arcane spellcasting is a natural consequence of half-dragons' isolation, which compels them to explore and train their innate magical abilities. Half-dragon elves are usually wizards.

Dragons rarely create magic items, mostly because of physical limitations. Half-breed offspring who are gifted with hands are not so restricted. Nothing is more pleasing to a half-dragon's eye than a beautiful object of magic made with his own skills. Once completed, though, such an item is unlikely to be used or even seen by another individual. Some of the bitter and resentful crossbreeds specialize in producing weapons and other magic items dedicated to destroying dragons. Such devices might be bane weapons against the dragon parent's kind or the dragon kind that is the parent's traditional enemy.

Mundane technology holds little interest for half-dragons. Creatures to whom magic comes so easily rarely see the value of complex machinery when a spell can do as well or better. Nor do they have much patience with alchemy, which to them is a pale shadow of true magic. Those raised in a human society or among gnomes might gain exposure to these sciences, but very few embrace them. For many half-dragons, scientific inventions are fads that seem to pass as quickly as the short lives of their creators.

Love

The desire for companionship and acceptance aches in the breast of a half-dragon, but at the same time, it founders in a sea of anguish. Whether rejected, set apart, or idolized, half-dragons usually end up masking or even suppressing their emotions. Sadly, this situation only reinforces their image as aloof loners, so that their humanoid cousins shun them even more—a vicious circle of solitude and despair. Such individuals usually resign themselves to being unhappy and alone all their lives.

If another being displays interest in or affection for a half-dragon, his first response is likely to be distrust. Painful experience has taught that others approach him only when he is useful. If he responds at all, he is often surly and sarcastic. He makes himself as unlikable as possible, both because doing so is safer than opening himself up to more pain and as a test of the other's intentions. If the other persists in attempting contact despite such a strong disincentive, the half-dragon accepts the possibility of being genuinely liked and reciprocates tentatively.

Once a half-dragon is convinced of shared, true affection, he throws himself headlong into the relationship. Having discovered true love for the first time, a half-dragon is not about to let go of it. He can easily become jealous of others who seem unduly interested in his beloved and might insist on spending every moment in that one's company.

Few can endure such smothering attentions for long, but a beloved who tries to escape might risk the half-dragon's

deadly rage. These dark tendencies are more common in the progeny of evil dragons, but the possessive nature of all dragons manifests itself to some degree in love. As a result, the best mate for a half-dragon is usually another half-dragon or a crossbreed creature with a similarly lonely background. The two cling to one another with a fierceness difficult for others to understand.

Very rarely, a half-dragon enters a romantic relationship with a true dragon. Other dragons look on such couplings with distaste, as further muddying of bloodlines, so the lovers must share an isolated existence.

Roleplaying Application: What is your character's experience with love? Was he isolated from birth, or accepted to some degree in his society? Has he ever had his heart broken? Can he ever trust another individual enough to love truly? Is he the type who worships a beloved in the tradition of courtly love, or is he consumed with possessiveness and jealousy?

Half-Dragons at War

Being apart from the society into which they are born, half-dragons do not often become involved in the martial traditions of that society. Sometimes this state of affairs is simply due to bigotry and distrust. The community is unwilling to train such a dangerous monster in even more lethal techniques. Other times, a half-dragon is too deeply immersed in arcane study to learn military arts. Mostly, half-dragons feel no sense of duty to a community that has rejected them. Much as dragons do, they fight only when its suits their purposes or in defense of their property.

Half-dragons do have formidable natural armament in the form of teeth, claws, and a breath weapon. Those with wings are capable of swift and maneuverable flight, sometimes taking feats, such as Flyby Attack or Hover, that enhance their aerial combat abilities.

Most half-dragons try to stay at a distance and dispatch a threat with breath weapon or spells. If hand-to-hand fighting is unavoidable, a half-dragon's vitality, strength, and ferocity make him a redoubtable opponent.

In a very few cases, a half-dragon takes on a position of great authority. For instance, cultures that value brute strength in their leaders might elevate half-dragons to war chiefs, sending them on the most dangerous and potentially most rewarding missions. Such beings are fully aware they are seen as expendable, but they channel their anger at such treatment into furious battle and bringing back prodigious spoils. Having proven their prowess at war and leadership, such half-dragons advance rapidly in the hierarchy of their people.

Most half-dragons never become part of an army or even a ragtag warband. They either make their own way and fight their own battles or join a band of like-minded outcasts to turn their talents to lucrative challenges.

Roleplaying Application: What is your character's attitude toward organized warfare? Did the society in which he was raised treat him as an equal, as a traitor, or as an expendable? Does he have any military experience? Does he desire a leadership position? Is he interested in fighting only for himself, or is there a greater cause for which he might lay down his life?

Death

A dragon's life span is truly remarkable—it can live a millennium or longer, and even at the end of its life transform into a permanent part of the land or become ascendant and immortal. Half-dragons usually share the heritage of a less long-lived race and so might endure no more than a few centuries. Still, they are granted far more time than most, and those born of a dragon–elf union can challenge ancient wyrms for longevity.

Most half-dragons covet life as they do so many things. They often seek ways to prolong life by magical means. Some explore dark paths that lead to undeath or even worse, such as grafting fiendish spirits to themselves. Others seek an apotheosis to make them true dragons at last. They do not risk their lives needlessly, but the quest for immortality is worth taking the chance.

Some half-dragons find the burden of a half-breed existence more than they can bear. They indulge in lonely, sad thoughts of death that often take the form of fantasies in which a grieving community finally realizes the half-dragon's true worth. Suicide is not a seriously considered option, though.

Such afflicted creatures might turn their black moods to creating supremely mournful works of art or music. Others might set out on dangerous journeys, hoping for reward but not caring much if they do not return. A few seek to renounce their dragon heritage entirely, becoming wholly humanoid and, they hope, finding acceptance at the cost of a shorter life.

In either case, half-dragons do not usually share the religious outlook of humanoids. Racial deities in particular offer no sense of belonging. Nor do dragon deities, other than Io, hold much meaning for these misfits. A half-dragon makes his own religious choice based on his experience and the color of his soul, and his thoughts on the afterlife reflect that choice.

DRACONIC CHARACTERS

Draconic characters are tougher, stronger, and more self-confident than those who do not have dragon blood. Many exploit these advantages to the fullest.

Leisure

Draconic characters don't live much longer than their ordinary kin, even though their draconic stamina gives them a better chance of surviving to old age. Thus, they do not focus on long-term activities as much as half-dragons.

A draconic creature's interests are often colored by the nature of her dragon ancestor. Thus, a descendant of a lung dragon (from *Oriental Adventures*) has a philosophical bent and might be scholarly or interested in art. Someone with green dragon blood tends to be aggressive, interested in boxing or other contact sports. The scion of a brass dragon can happily spend hours in conversation.

Sharp claws make it difficult to pursue activities that require fine manipulation. Draconic pastimes therefore tend to those focusing on physical strength and endurance. A draconic creature might be a champion long-distance runner, for example.

Arts and Crafts

Because delicate craftwork does not come easily to clawed hands, draconic creatures rarely focus on crafts requiring intricate detail. Other than that, their interests span the range of those favored by their mundane kinfolk.

Dragon heritage still tilts a draconic creature's preferences. Descendants of greedy, selfish dragons show little interest in artistic pursuits, especially if they are members of boorish societies. Those with the blood of aesthetically inclined dragons are more attracted to the arts.

In particular, draconic characters prefer the performing arts. Singing in particular is a strength. Performers, already viewed as odd, have no trouble assimilating a not-quite-human member into the troupe. Talent is the only criterion. Draconic characters tend naturally toward the bard class.

Roleplaying Application: Is your character artistically talented? Does she perform professionally or just sing to herself? Maybe she is someone who always entertains her companions. Does her performing bring pleasure to those around her, or is it an irritant?

Technology and Magic

Where half-dragons truly are of the dragon clan and are strongly inclined to all things arcane, draconic characters are far enough distant from their ancestors to feel less tied to magic. Certainly, they carry the potential for arcane power and can awaken it more readily than those without a draconic heritage—it just doesn't infuse their beings in the same way. As a result, draconic characters are just as likely to engage in technological invention as in arcane study.

If a draconic character is interested in magic, she looks to amplify her existing talents. She's not usually interested in pure power but sees magic as a useful tool, and she has a better aptitude for understanding and operating magic items than others of her race.

Love

Unlike half-dragons, who are so often lonely, draconic characters are less likely to be rejected by the society they live in. Ultimately, how they are treated depends largely on their appearance.

If her dragon blood complements features seen as attractive within her society, a draconic character might be a rare beauty to her people. (Claws can always be trimmed and painted, after all.) An elf with silver dragon ancestry might have shimmering eyes, a slight gleam to the skin, and a graceful carriage that all enhance her beauty.

On the other hand, if the dragon ancestor is incompatible with a society's standards of beauty, its descendant might never find a mate. A dwarf descended from a black dragon, with a gaunt face, sunken eyes, and a hint of horns would be seen as aberrant. Clan responsibilities might give her a home and a role, but not a husband.

Draconic characters who display strong draconic features can be mistaken for half-dragons. Their obvious monstrousness keeps them apart from society, sometimes condemning such unfortunates to despair or even self-hatred. As with half-dragons, they react intensely should they find someone who truly cares for them.

Illus. by J. Nelson

Draconic characters often fit into their community

Half-dragons and draconic characters can make devoted couples, and most of their offspring are draconic. Such children, raised in environment of intense caring, usually grow up to be confident and well-adjusted individuals.

War

A draconic character who is integrated into her society is as likely as any other to enter a military profession or serve in a community militia. Indeed, her physical superiority makes her well suited to a martial career. Gifted with a strong personality, a draconic character has the potential to rise to a position of command.

A draconic character who is isolated from her community is more likely to leave early, making her own way in the world and relying on her physical abilities to survive.

Death

A draconic character eventually learns that she isn't as easy to kill as those around her. She's less likely to succumb to a disease or a poisonous bite, and she can endure greater wounds than her kin. This usually leads to one of two results.

The first is a sense of invulnerability. Even more than is typical for youths, the draconic character begins to believe she can take on any challenge and survive any peril. She becomes reckless with her life, seeking out ever-greater thrills. Such creatures end up either dying young, perhaps as an unsuccessful adventurer, or becoming distinguished for the ability to accomplish unlikely tasks.

The second reaction is crushing guilt. Facing the same enemies in battle or assaulted by the same natural forces, the draconic character survives while her family and companions do not. She already knew she was different somehow, and now she seems unjustly favored by fate. She might withdraw completely from society, leaving the community for a hermit's existence. Alternatively, she might decide to throw away her life in some grand gesture, such as killing a terrible monster, which can also lead to an adventurer's life—if she ends up surviving.

Dragon deities and draconic ideas of the afterlife are not important to draconic characters, who are too far removed from their dragon ancestors to feel much connection. They see life and death, and whatever follows, much as their community does.

DRAGON-DESCENDED SOCIETY AND CULTURE

Where draconic characters are usually included in their communities, half-dragons are rarely part of the culture into which they were born. Each individual creates his own cultural space, perhaps corresponding to a physical place, in which he nurtures his personal values. This is a safe refuge for a bullied outsider or a pressured student, where the unfair expectations of others cannot intrude. Outside this safe zone, a half-dragon must choose between trying to fit in with his surroundings and asserting his individuality.

Attempting to conform to the standards of a biased community is very difficult, but such efforts receive a warm reception in an unbiased culture. This warmth, unfortunately, can be coupled with condescension and unwarranted interest in everything the half-dragon does. People who truly want to be open and understanding often have their actions interpreted as condescending. This behavior can be as irritating to a half-dragon as outright discrimination.

Many half-dragons don't bother trying to be the same as everyone around them. They know they're not the same, and it's denying their true nature to pretend they are.

Such behavior is also true of draconic characters who have abnormal features or whose draconic personality is at variance with community standards. They might even take a perverse pleasure in shocking their humanoid neighbors, going out of their way to be exotic. This can include wearing revealing clothing that emphasizes draconic qualities, highlighting claws with color, affecting a crest or horns if they do not already sport such features, and similar things. They might indulge in vandalism, setting fires with their breath, for example.

Draconic misfits could fall in with a bad crowd, if any such will have them, but more often, they strike out on their own as soon as they are able. These pariahs are the most likely to seek a life of adventure. In an adventuring band, draconic appearance and abilities are interesting and useful rather than freakish.

No true half-dragon communities exist. For one thing, these crossbreeds are much more rare than humanoids such as half-orcs. As well, despite the pain and loneliness that defines most of their existence (or perhaps because of it), half-dragons just don't get along that well with one another. The prejudices held by chromatic dragons toward metallic, and vice versa, still express themselves in half-dragons, and the vastly differing personalities even within similar dragon types can lead to friction. Half-dragons also have an inclination to wander, which works against founding stable settlements.

Instead, small bands of half-dragons and their draconic companions sometimes form itinerant encampments. Such groups move from fair to festival to market, although they are sometimes driven away by suspicious townsfolk before they can even unpack. They usually set up in out-of-the-way locales not too far from a humanoid town in which they can acquire needed supplies and sell their wares, keeping the camp hidden and well-guarded.

Such groups contain from three to six half-dragons, usually specializing in different trades; sometimes they are professional adventurers and represent the typical mix of classes found in a party. They are accompanied by draconic mounts, hunting creatures, or pets (often augmented animals) and may have hangers-on with or without dragon heritage.

A traveling camp is a haven of comfort in a hostile world, but because of the frictions that arise between the dragon-descended, its composition is always in flux. Older members leave to pursue their own interests, although they might return after a time to revitalize and enjoy the company of others who accept their nature. New members might sign on for a while to fill an open role. Camp followers, such as farriers or seasonal workers, drift in an out as their work demands. Sometimes nondraconic adventurers are part of the group while it fulfills a specific mission.

DRAGON-DESCENDED AND OTHER RACES

The dragon-descended are a highly variable breed, in both appearance and attitude. Some generalities can be made about their views of other creatures, however.

HALF-DRAGONS

Awkwardness and resentment color half-dragons' relationships with other beings. Strangeness and solitude are their constant companions, whether worn as a protective cloak or a defiant crest.

Draconic Characters: Half-dragons might not immediately recognize a draconic character as being different from his humanoid kin, but might still feel a subconscious attraction to or interest in the character. If a half-dragon comes to realize that he is dealing with a draconic character, he might wish his own lineage were less obvious, envying the draconic character's ability to blend in. In the case of a draconic character who has strong features, a half-dragon reacts much as he would to another half-dragon.

Dragonborn: Half-dragons can only wonder at those who deliberately become dragonblood creatures and willingly take on the social problems and the advantages of that choice. They respect such devotion to the Platinum Dragon, at the same time feeling that the dragon god has little interest in them. Should a half-dragon encounter one of these devotees, he is likely to be full of questions—if he can overcome his usual reticence.

Dwarves: Half-dragons hold a grudging admiration for these stout folk. They respect dwarves' patience, self-sufficiency, and appreciation for the treasures of the earth. The also envy the cohesive structure of dwarven society, in which everyone has a role and gains satisfaction in fulfilling it. The children of earth dragons and those of the deep places feel particular attraction for dwarves.

Half-dragons exhibit a strong individualism that clashes with the expectations of dwarven society. Thus, they usually meet dwarves as part of an adventuring party. In such circumstances, fighting side by side against terrible enemies, the two come to recognize that they share certain strengths and treat each other with reserved acceptance.

Elves: The lives of half-dragons and elves are intertwined in ways that bring them together and simultaneously wrench them apart. As described earlier, half-dragons born to elven communities are expected to fulfill a role assigned to them by virtue of their nature. Individuality and long life, as well as easy familiarity with magic, would seem to make them allies, but the pressure to perform usually alienates the half-dragon. Those who accept their role among elves are respected leaders. Elf society is more likely than others to welcome a half-dragon born to another humanoid race, and a community with a half-dragon elder might even be a haven for such outcasts. As adventurers, half-dragons share the elven talent for marrying martial prowess with magical skill. The path of the bladesinger (see *Complete Warrior*, page 17) suits a half-dragon elf very well.

Gnomes: Half-dragons look on gnomes as flighty and beneath their notice. Unfair as this is, it's an attitude shared by many races. It's also a barrier to the chance for true friendship, since gnomes appreciate many of the qualities in half-dragons that others see as off-putting and bizarre. Gnomes admire the physical beauty of dragons as well as their keen intellect and aesthetic sense, but a true dragon is not easy to approach. Someone with humanoid features who also has draconic talents would make a splendid companion for conversation, song, and artistic pursuits. The moodiness and prejudice of half-dragons, though, discourages such relationships. If thrown together in a situation that requires cooperation, half-dragons might acknowledge that gnomes have their uses, but even so, the two rarely become close friends.

Half-Elves: Accustomed to bridging two very different worlds, half-dragons and half-elves share a certain kinship. A half-dragon is as likely to find acceptance among half-elves as he is anywhere else, perhaps more so. Given their elf heritage and affinity for magic, half-dragons are valued as members of some half-elf communities.

Half-Orcs: Now these folks have some understanding of how it feels to be the object of prejudice. If a half-orc and a half-dragon actually speak to each other, they might recognize how much they have in common. Should a half-orc and a half-dragon meet in their wanderings, a solid friendship might develop. Usually the half-orc makes the first move, hoping a half-dragon misfit might be more accepting of him than pureblooded humanoids. Such advances are surprising to a half-dragon, but if he can control his initial suspicion, he quickly warms to this kindred spirit. Sharing great strength and furious hearts, half-orc and half-dragon barbarians might rage side by side in a warband or adventuring group.

Halflings: Like gnomes, halflings seem silly to half-dragons, who don't recognize the toughness of these little folk. The tendency to wander and strength in adversity are traits that the two races share, and in theory, halflings' desire to get along with everyone should lead them to befriend half-dragons. In practice, a half-dragon is likely to find halflings childish pests, and he doesn't appreciate the trouble that always seems to follow them. Nevertheless, it sometimes happens that a group of halflings travels for a time with a half-dragon camp train. The halflings provide services, grease the wheels for introducing half-dragons to a town's merchants, or, if that is unsuccessful, act as mediators for trade.

Humans: A given half-dragon's attitude toward humanity depends on the culture in which he was raised. Those raised by humans also vary. If accepted, a half-dragon has a positive view toward humans, but if he was treated as a subhuman monster, he is resentful. Plenty of human communities are tolerant of humanoid crossbreeds, but far fewer are so tolerant of monstrous mixes. Even more rare are those who accept breeds of dragon and traditional enemy races, such as orcs. As a result, most half-dragons do not have a high opinion of humans.

Humans' pervasiveness makes it nearly impossible for the two not to come into contact. An adventuring half-dragon almost certainly shares the company of several humans with whom he has developed the sort of camaraderie born of risking their lives together. Deeper friendships can form between those who are open to the possibility, but most of the onus is on the human in such cases.

Kobolds: Kobolds revere all things draconic, and they hold great respect for half-dragons. Still, the nature of one's nondragon parent makes a difference in how a half-dragon is received. Nonkobold half-dragons usually regard kobolds as inconsequential, an attitude derived both from their haughty dragon heritage and from the usual views of other humanoids that consider kobolds to be a grubby, cringing race. A half-dragon kobold is not likely to have this preconception but still sees itself as superior to the ordinary kobolds it is related to.

Spellscales: The fickleness of spellscales is irritating to half-dragons. Being creatures whose own draconic nature is more often a burden than a wonder, half-dragons distrust the spellscale's love of life. The one thing the two races might share is a connection with the dragon deities—half-dragons tend to interpret spellscales' daily meditations as worship—although religious half-dragons do not worship as broadly as spellscales do.

True Dragons: Half-dragons have an ambivalent attitude toward true dragons. On the one hand, they long for the full power of that ancient strain, denied them by their crossbreed nature. They try to emulate dragons in many ways and seek to unlock draconic abilities in themselves. On the other hand, a half-dragon is often fiercely resentful of a draconic parent who abandoned him to his fate, usually never to return. The aloofness of dragons, especially toward impure breeds, only reinforces that anger, to the extent that half-dragons sometimes devote themselves to slaying dragons.

Half-dragons are commonly contemptuous toward less intelligent creatures of the dragon type, such as pseudo-dragons and wyverns. They see such creatures as less than "real" dragons, perhaps uncomfortably similar to themselves. Dragonnels (see *Draconomicon*, page 151) make excellent steeds for half-dragons, who often feel more comfortable with these draconic mounts.

DRACONIC CHARACTERS

Usually, draconic characters approach other races in much the same way their humanoid kin do, having been raised in the same culture and absorbing the same values and prejudices. However, the draconic essence within such a character can lead to stronger links with the other races of the dragon.

Dragonborn: Because this race is made, not born, a draconic character might actually be related to a dragonborn, or at least come from the same community as one. Indeed, the existence of a draconic character within that society might spur an ordinary humanoid to undergo the Rite of Rebirth. As a result, the two often form a lasting relationship, involving long discussions of dragon nature and questions about the other's way of life. In a small group, a draconic character might feel an inexplicable sense of kinship even to a complete stranger who is dragonborn.

Dwarves: Nondwarf draconic characters usually see dwarves as killjoys, too hardworking and taciturn to enjoy life. The artistic inclination that comes with dragon blood lets them appreciate dwarven craftwork on an aesthetic level, but their more outgoing and individualistic nature puts them at odds with the dwarves' regimented society.

Elves: Given that draconic characters are more self-sufficient, artistic, and individualistic than their kin, they have a lot in common with elves. What they don't share, unless they have elf blood, is long life and a somewhat distant approach to others. Draconic characters can become fascinated by elves, and in such cases they try to spend as much time around them as possible. If a character's dragon blood isn't from a variety of dragon that elves see as an enemy, or if a character's draconic nature isn't obvious, elves respond kindly if distantly.

Gnomes: Draconic characters share an artistic bent with gnomes, and the two races get along better than many. Draconic characters are less likely to have their ordinary kin's impatience with this lively race, though the nature of a character's dragon heritage can color this.

Half-Dragons: Draconic characters who are aware of their heritage feel a natural kinship with half-dragons. They might even envy the great strength and physical ability of such beings. If the draconic being doesn't know the source of her difference, she might find herself strangely drawn to a half-dragon. Strong, lifelong relationships can arise between draconic characters and half-dragons.

Half-Elves: Draconic characters treat half-elves much as exotic humans, with all that entails. Individuals are judged on a case-by-case basis, though half-elves are arguably given more leeway due to their unusual racial heritage.

Half-Orcs: Brutes: That's typically how a draconic character without orc blood sees these crossbreeds. She feels no kinship with their mixed race, and their crudeness is offensive. Besides, half-orcs think all the wrong jokes are funny. An unusual half-orc, such as a monk, might be acceptable to a draconic character, especially if they are forced to work together in an adventuring party. In general, though, the two races avoid each other.

Halflings: Draconic characters who have chaotic tendencies get along very well with halflings. The two races also share an inborn love of fun and pleasure that manifests in the form of drinking contests, hearty meals, and friendly competitions. Draconic characters often enjoy gambling, and in this they find kinship with halflings.

Humans: As is true of half-dragons, the attitude of draconic characters toward humans depends on the sort of humans they meet. But since their dragon nature isn't generally as obvious as that of half-dragons, draconic characters have less trouble in bigoted societies than individuals who are clearly monstrous. Draconic characters usually get along with humans and are sometimes inclined to hook up with troupes of performers. The two races share the inquisitive, wondering traits that draw them to a life of adventure, and both work well within a party of glory seekers.

Kobolds: Her dragon heritage might make a draconic character distantly akin to a kobold, but that doesn't mean she feels anything in common. Even if she is aware of her own dragon blood, she doesn't understand the kobolds' belief that they are descended from dragons. To suggest that the two are related is to insult the draconic character.

Spellscales: A draconic character's nature makes her a kindred spirit to a spellscale, and the two usually get along well. Still, the unpredictable nature of a spellscale is a bit much to endure in a long-term relationship. While a draconic character might enjoy comparing fashions or sharing a favored song, she's not so interested in examining every aspect of existence. Thus, most draconic characters have

relationships with spellscales on the level of acquaintances rather than as true friends.

True Dragons: True dragons are so remote both physically and mentally that draconic characters don't usually have a special opinion about them beyond what is typical for their society. Actually encountering a dragon for the first time can cause a stirring in the breast of a draconic character, one that she might not understand if she is unaware of her heritage. Such an awakening can lead to an obsession with learning more about dragons or traveling to places where they dwell.

RELIGION

Draconic characters are close enough to their nondragon kin that they end up sharing the racial or social religious preferences of that race. On the other hand, half-dragons rarely feel any reverence for the racial deities of those who reared them. They are acutely aware of their alienness and see nothing of benefit in humanoid religions. For the same reason, not many half-dragons follow the paths of divine magic. Those who do are most often druids.

The deities of dragons are not generally interesting to half-dragons. Having grown up without a dragon parent in most cases, they feel no strong kinship with dragon divinity. One exception is Io, the Ninefold Dragon, who created dragonkind. Some half-dragons seek comfort in the encompassing acceptance of the Concordant Dragon and count themselves among his children.

This worship is poignant. The half-dragons' prayers are filled with questions about why they were born to such a life and pleas for peace. But Io does not directly involve himself in worldly matters, and half-dragon laments rise unanswered to the sky.

For some worshipers, the supreme detachment of the Great Eternal Wheel is an ideal to strive for. These few become the Singers of Concordance (see the prestige class description, page 91), wandering high priests of Io who minister to their scattered kin, instilling in them the desire for inner quiet and balance. For more information on Io, see page 155.

DRAGON-DESCENDED HISTORY AND FOLKLORE

Half-dragons and draconic characters have no great nations to call their own. They often share in propagating the myths of their humanoid cousins, even if they don't entirely buy into them. The legends of dragonkind are fascinating to dragon-descended characters, and each individual has his own way of interpreting those stories. Many dragon-descended collect draconic lore obsessively, treating their finds like precious gems.

The following two tales are examples of draconic legends with particular meaning to the dragon-descended.

THE BLENDING

In the beginning there was everything, but it was enclosed in the shell of nothingness. There was no one to warm the egg and hatch out all the worlds—just the endless black night, as hard and cold as diamonds.

And then, in a moment, something new awoke. There, on the boundary between the inside of the shell and the outside of the yolk, arose the one we call Io. He saw all things waiting to be born and knew that only from nothingness could that happen. So he became the nothingness, grew within it, and spread until he stretched to the ends of the night. And the everything within the egg stretched with him, until he became everything as well. He sent himself through every part of what would ever be, and when he was one with it as well as with nothingness, the Blending was accomplished.

Everything and nothing were blended in Io, and he began to turn. Slowly at first, and then more quickly, he spun out the sky, the stars, and the worlds. In his spinning, colors appeared along with gleaming streaks of metal, and they separated into two rings. Each ring spun off and became a great wyrm, Tiamat of the Many Colors and Bahamut the Metallic Lord, and then all the kinds of dragons. Later, other creatures appeared among the worlds, but dragons were the first and most beloved of Io. Yet, a small part of everything and nothing remained within Io, despite all he created.

Io still spins, but ever more slowly now. When he stops, the nothingness will encase him and form a new egg holding all the worlds and tomorrows to follow.

THE SPHERES OF CONCORDANCE

Though all things are part of Io, he knew that his children would follow their own paths once they had spun from him. Their choices would sometimes clash and lead to conflicts. Io does not take sides in draconic struggles unless they threaten to disturb the balance of the worlds, but he wishes peace to all his children. Thus, as his last act of creation, he spun off droplets of his blended essence as places of refuge from strife and hatred. These droplets became floating heavens called Spheres of Concordance, places where dragons could ease their hearts and minds.

A Sphere of Concordance is a place of peace and plenty, where dragons and their kin can relax without fear of strife, regardless of color or alignment. All is provided for, and every item of beauty is there—myriad gems and crystals, ethereal music, shining gold, and warm sunsets.

Nowadays, only those who can discern how to seek the spheres can know a given sphere's location. It was not always so, however.

In the time after the Blending, it happened that Roknar, the dwarf deity of avarice and wealth, discovered a sphere. (See page 19 of *Races of Stone* for more information on Roknar.) Ever driven by his own greed, he seized it as his own and fastened it deep within the earth, using chains he had stolen from Moradin's forge. Roknar and his followers then slaughtered the dragons who came there for succor until the cries of his murdered children finally reached the ears of Io.

Io saw the chains and smelled the blood, and a mighty fury welled up in his heart. He fell upon Roknar with wings that crossed the sky and flames that burned the earth and the air. Though he could not fell the dwarf god, Io drove him as a ball of fire to the outer reaches of the worlds. He snapped the chains and set the sphere adrift, and then he began to sing.

Io sang of fury and then of peace, of loss and of restoration, and he mixed the blood of his children with his own tears and the glorious notes. His great Song spread through all the worlds and reverberated in every sphere, attuning the spheres to the souls of dragons so that no other creatures could sully them. Io said to his high priest, Noathirthos the Treasure Keeper, "Only you and those you teach can know the way to the spheres. Keep them safe."

This is how the Singers of Concordance came to be. Only they can still hear the echoes of Io's Song. Only they can lead a child of Io to a sphere, and they guard the peace within.

Io has never since become so furious; as long as the Song still thrums throughout the worlds, he never will again.

Adventure Hook: The Singers of Concordance are a small group of wandering priests of Io, mostly half-dragons, who travel among and minister to dragonkind. They are also the only ones who can take others to a Sphere of Concordance, which makes them targets for greedy or spiteful beings.

A group of mid-level PCs, one or more of whom have draconic ancestry, stop at a small shrine to Io amid rugged hills. There they encounter one of these peripatetic clerics, who entreats the dragon folk and his or her companions to help rescue a singer who has been taken. Cultists of Roknar kidnapped the singer several days ago and dragged the priest into a fortified temple underground, where he is imprisoned with a *dimensional anchor* spell. The cultists are torturing the priest, hoping to extort passage to a sphere.

LANGUAGE

The Draconic language comes naturally to half-dragons, who often study the tongue after learning the language of their humanoid parent. Draconic characters are less likely to choose this language, unless they are students of arcane magic, because their dragon heritage has much less impact on their lives.

HALF-DRAGON CURSES

Half-dragons, especially those who see themselves as ill born, have a tendency to curse in Draconic. An angry half-dragon might also spit foul epithets in a mixture of Draconic and his native tongue.

The following phrases are examples of curses a half-dragon might use. Feel free to come up with original curses of your own, using the Draconic language (see page 146) and the tongue of the nondraconic race as inspiration.

Io loex: A despairing cry, uttered only in extreme circumstances. This wail means literally "Io is dead."

Maurg wux gashtik: Politely translated as "Go and breed with a monster!" This crude expression draws on Orc and Draconic and has numerous equivalents in other languages. The self-loathing many half-dragons experience lends extra bile to this curse.

Pothoc pig: An all-purpose insult, using the Draconic for "stupid."

Thurgix: Draconic for "crippled," a typical half-dragon equivalent of "snafu."

A HALF-DRAGON'S HOME

Angriz Ulhargix is a reclusive inventor and wizard who lives in an abandoned tower that used to form part of the city walls. His tower is depicted in the map on the following page. (For more about Angriz, see the beginning of this chapter and the description on page 140.) A half-blue dragon and half-orc, he isn't well received by the public and thus spends a lot of his time in this retreat. His items are for sale, but only by appointment; most of the time he likes to admire his own craftwork.

The old tower had a central wooden stairway connecting its levels, but the half-dragon has removed it. It was unsafe, and now only those creatures capable of flight can move between levels. A circular opening pierces each floor of the tower. Angriz usually uses his gliding flaps to descend but travels up with *boots of levitation*.

Ground Level

Angriz uses this part of the tower as a kitchen and dining area. Cupboards and shelves hold utensils (Angriz is quite an accomplished cook), and a kettle is usually on the boil in the fireplace. An *Angriz's chest* (see page 124) keeps meat fresh, and Angriz's cat familiar usually spends her time curled up by the kitchen fire. In a display area are tables on which Angriz sets his most recent creations to admire and even sell on occasion. The tower's old entrance has stout double doors with a heavy oak bar on the inside.

Second Level

This level houses the laboratory and workshop, as well as many more bookshelves and scroll racks. It contains a workbench, a desk, and cabinets filled with ingredients and tools. Angriz sometimes relaxes in a comfortable chair by the fireplace while an experiment is in progress.

Third Level

This room, which serves as living quarters, reflects Angriz's passionate love of books, lined with shelves and scroll racks and set with a reading desk. Although the half-dragon does not need light to see, he enjoys the emotional and physical warmth of lamps and has several in the room, as well as a fireplace.

A large, chairlike piece of furniture, about the size of a small sofa, serves as the half-dragon's night roost, where he enters the trance state of dragon sleep. Thick drapes surround this perch.

Angriz has converted arrow loops in the tower walls. One is now a hidden emergency exit (Spot DC 22) that is barred on the inside; the other is a small shrine to Io.

Unlocked chests hold Angriz's personal possessions. A ceramic urn contains his small hoard, mainly sapphires. It also houses a nasty electrical trap he designed, which uses a primitive battery to store his lightning breath and a string of copper coins to transmit the jolt.

Battery Trap: CR 4; mechanical; touch trigger; manual reset; 6d8 electricity, Reflex DC 12 half; Search DC 20; Disable Device DC 20.

Roof

The tower was built to withstand aerial assault, so its roof has a stone hatch protected by a stone housing. The hatch

Angriz's Tower
One square = 5 feet
Ground Level
Fireplace
Display tables
Dining table
Main doors
Second Level
Fireplace
Bookshelves and scroll racks
Third Level
Fireplace
Emergency exit
Reading chair
Roof
Chimney
Telescope

moves by means of a counterweight and is barred from inside when Angriz is not on the roof. An old mounting for a siege engine now supports the half-dragon's telescope, with which he observes heavenly phenomena. He also keeps carrier pigeons in a coop here, thinking that pigeon-borne messages are better than face-to-face communication.

CREATING DRAGON-DESCENDED CHARACTERS

Roleplaying a dragon-descended character convincingly is a difficult balancing act. Because of the often-tragic personal history of such creatures, especially half-dragons, they seem suited to solitary existence. To explain why your character travels, you'll have to spend some time thinking about his or her unique background.

You can choose between extremes. One option is to play against type. Your half-dragon might be gregarious and happy, having been born into a loving family, a tolerant society, or both. Perhaps he still has friendly contact with his dragon parent, or maybe he follows the path of the Singers of Concordance and wishes only to bring peace and joy to his dragon-descended kin. Another alternative is to dive into the role of the wronged and lonely outcast who has found a place to belong amid like-minded wanderers.

Most dragon-descended characters fall somewhere between these extremes. Draconic characters often have normal upbringings and bring nothing more than a typical adventurer's background to the group. Half-dragons might have worked through some of the isolation that plagued their early lives or developed a strong attachment to one or more party members through previous experience. Chance might simply have thrown the companions together, and their bonds formed as the result of surviving a deadly challenge.

An adventuring company usually contains one or more misfits, but having an obviously monstrous party member can lead to adverse social situations that affect the whole group. Your character's presence might cause others to assume the party is dangerous or has powerful magic, which might intimidate those you meet or cause them to drive your group away.

Dragon-descended characters have a natural affinity for arcane magic, and many become sorcerers or bards to complement their natural talent. Don't let that expectation restrict your character concept, however. Half-dragons are very strong, tough, and intelligent, which makes them well suited to many career paths.

A half-dragon rogue, for example, can enjoy the benefit of extra skill points as well as the use of natural weapons to deliver devastating sneak attacks—with a breath weapon to deter pursuers. Barbarian is also a natural choice for a half-dragon, with his tremendous Strength and Constitution, and the class fits well with an "outcast" character concept.

Draconic characters aren't naturally clever, but their superior strength and stamina are advantageous in military careers. Dragon-descended have no traits that discourage them from following the divine path, and their strong personalities can make them excellent at undead turning. A dragon-descended paladin, perhaps in the service of Io, is a formidable character choice.

LEVEL ADJUSTMENTS

Beyond whatever roleplaying challenges await, the physical superiority of a dragon-descended creature makes your character more powerful than ordinary characters of the same class level.

Draconic characters must accept a +1 level adjustment to account for their natural armor, their increased Strength and Charisma, and their claw attacks. This isn't too severe a drawback—less than that imposed on a drow character—but it does mean that your character lags behind her companions in level-dependent aspects. At higher levels, this disparity is often negligible, but during the early going, her lower hit points, lower attack bonus, and poorer saves are significant obstacles.

Half-dragons have so many physical advantages over their nondragon kin that they have a +3 level adjustment. This means that you can't normally play a half-dragon in a party of characters below 4th level—or even higher, if your character's nondragon half also has a level adjustment. And even then, your character starts with only one class level.

A starting half-dragon is likely to have a hit point total far below those of most other party members. He won't be able to make multiple weapon attacks in a round until well after his comrades. The breath weapon makes up for some of that disadvantage, but it is a once-per-day ability in a group whose sorcerer might be casting many offensive spells per day. Playing a half-dragon entails great care and a lot of reliance on your companions to survive the early levels.

HALF-DRAGONS BEYOND THE MONSTER MANUAL

The half-dragon template presents special attacks and special qualities for half-dragon versions of the ten varieties of true dragons described in the *Monster Manual*. The information here expands that list to include all true dragons published in Dungeons & Dragons products to date. It supersedes any other previously published information on this topic (such as from *Draconomicon*).

SPECIAL ABILITIES

The list below provides the special abilities gained by a half-dragon based on its draconic parent, as well as the alignment of the character or the choices of alignment open to a half-dragon of the indicated kind.

Each entry in the list includes four elements, in this order: the half-dragon's kind: its special attack form / the special quality it gains / its alignment or alignment choices. The source for each dragon's description is given as a superscript tag after its name: Dr (*Draconomicon*), ELH (*Epic Level Handbook*), MM (*Monster Manual*), MM2 (*Monster Manual II*), Mon (*Monsters of Faerûn*), OA (*Oriental Adventures*), or Sa (*Sandstorm*).

If a special attack entry mentions "line" or "cone," the half-dragon has a breath weapon of the indicated kind with the normal parameters dictated by the half-dragon template.

Some dragons lack a breath weapon, an immunity, or both. Half-dragons descended from certain dragons (most of which originally appeared in *Oriental Adventures*) gain a different kind of special attack and/or special quality. These special abilities, marked with asterisks in the list, are explained after the end of the list. The save DC for a special attack is 10 + 1/2 the half-dragon's racial HD + its Con modifier.

If a half-dragon with a special attack mentioned on the list below would otherwise gain the ability to use its half-dragon breath weapon more than once per day (such as from the Extra Exhalation feat; see page 102), it can instead use its special attack that many times per day. Special abilities that increase the damage of a half-dragon's breath weapon have no effect on any half-dragon's special attack.

Amethyst[MM2]: Line of force / Immunity to poison / Neutral

Battle[Dr]: Cone of sonic energy / Immunity to sonic / Neutral good

Black[MM]: Line of acid / Immunity to acid / Chaotic evil

Blue[MM]: Line of electricity / Immunity to electricity / Lawful evil

Brass[MM]: Line of fire / Immunity to fire / Chaotic good

Bronze[MM]: Line of electricity / Immunity to electricity / Lawful good

Brown[Mon]: Line of acid / Immunity to acid / Neutral evil

Chaos[Dr]: Line of random energy (roll d% when breath is used: 01–20 acid, 21–40 cold, 41–60 electricity, 61–80 fire, 81–100 sonic) / Immunity to confusion / Chaotic good, chaotic neutral, or chaotic evil (player's choice)

Chiang lung[OA]: Cause rain* / Water breathing / Lawful neutral

Copper[MM]: Line of acid / Immunity to acid / Chaotic good

Crystal[MM2]: Cone of light / Immunity to cold / Chaotic neutral

Deep[Mon]: Cone of acidic gas (deals acid damage) / Immunity to charm effects / Chaotic evil

Emerald[MM2]: Cone of sonic energy / Immunity to sonic / Lawful neutral

VARIANT: DRACONIC RACIAL CLASS

Normally, you can't begin with a 1st-level draconic or half-dragon character because of the level adjustments applied by these templates. With your DM's permission, however, you can use the draconic racial class presented here to begin play as a draconic or half-dragon character, though you don't gain the full complement of abilities granted by the template until you are more experienced. In essence, you are applying the level adjustment to your character over time, increasing his effective character level (ECL) gradually rather than all at once.

To use this option, you must declare when creating your character that you are creating a draconic character. (You don't have to decide yet whether you'll eventually be using the draconic template or the half-dragon template.) You gain the normal racial traits for your base race and the normal class features for a typical 1st-level character of your chosen class. In addition, you begin play with a +2 racial bonus on Intimidate and Spot checks—the first sign of your nascent draconic nature.

When you reach 2nd level, you do not gain a normal class level. Instead, you gain an "effective class level" in the draconic racial class and the benefits it grants. At this point, you have the draconic template. Your level adjustment increases by 1; you are now a 1st-level character with an ECL of 2nd.

For example, a draconic human fighter using this option begins with all the normal racial traits for a human and all the normal class features for a 1st-level fighter. In addition, he has a +2 racial bonus on Intimidate and Spot checks. When the character reaches 2nd level, he does not gain a normal class level; instead, he gains an effective class level in the draconic racial class. This grants him a +2 bonus to Strength, Constitution, and Charisma, darkvision out to 60 feet, low-light vision, a +1 natural armor bonus to AC, and a pair of claw attacks. He now has the draconic template and an ECL of 3rd.

Anytime you gain another class level after 2nd level, you can choose to continue to manifest additional draconic traits instead of gaining another class level. In effect, you are upgrading your draconic template to the half-dragon template. Once you decide to follow this path, you must give up your next two class levels in exchange for the benefits of the 2nd and 3rd effective class levels of the draconic racial class. Each time you take one of these levels, your level adjustment and ECL increase by 1. Upon taking all three levels, you have the half-dragon template, and your level adjustment and ECL are 3 higher than normal for your original race.

For example, a 4th-level human fighter with the draconic template (ECL 5th) wishes to become a half-dragon. When he gains enough experience for 6th level, he forgoes gaining a class level in favor of gaining an effective class level in the draconic racial class. Once this level is taken, the character has no choice but to take the final effective class level in the draconic racial class when he reaches 7th level. At this point, he is a 4th-level half-dragon and half-human fighter with an ECL of 7th.

The draconic racial class must be taken at character creation. It cannot be gained later during a character's career if it is not initially chosen.

CLASS FEATURES

All the following are class features of the draconic racial class.

Skill Bonus (Ex): A character pursuing the draconic racial class begins play with a +2 racial bonus on Intimidate and Spot checks.

Ability Score Increases (Ex): At 2nd level, the draconic racial class grants the following increases to ability scores: Strength +2, Constitution +2, and Charisma +2. At 3rd level, Strength and Intelligence each increase by 2. Strength increases by 4 at 4th level. All ability increases are cumulative.

Claws (Ex): The 2nd level of the draconic racial class grants two claw attacks. These attacks are used and deal damage according to the draconic creature template (see page 74). At 3rd level, claw damage increases to that granted by the half-dragon template (*MM* 146).

Darkvision (Ex): At 2nd level, the draconic racial class grants darkvision out to 60 feet.

Dragonblood Subtype (Ex): The draconic racial class grants the dragonblood subtype at 1st level.

Ethereal[Dr]: Cone of force / None / Neutral
Fang[Dr, Mon]: Ability drain* / None / Chaotic neutral
Force[ELH]: Cone of force / None / Neutral
Gold[MM]: Cone of fire / Immunity to fire / Lawful good
Green[MM]: Cone of acid / Immunity to acid / Lawful evil
Howling[Dr]: Cone of sonic energy / Immunity to sonic / Chaotic evil or chaotic neutral (player's choice)
Li lung[OA]: Roar* / Burrow* / Neutral
Lung wang[OA]: Cone of steam (deals fire damage) / Water breathing / Neutral
Oceanus[Dr]: Line of electricity / Immunity to electricity / Neutral good
Pan lung[OA]: Water fire* / Water breathing / Lawful neutral
Prismatic[ELH]: Searing light* / Immunity to blindness / Neutral
Pyroclastic[Dr]: Cone of fire and sonic energy (half damage of each type) / Immunity to fire or sonic (player's choice) / Lawful evil or neutral evil player's choice)
Radiant[Dr]: Line of force / None / Lawful good
Red[MM]: Cone of fire / Immunity to fire / Chaotic evil
Rust[Dr]: Line of acid / None / Lawful evil or lawful neutral (player's choice)
Sand[Sa]: Cone of grit (no energy type) / Immunity to fire / Chaotic neutral
Sapphire[MM2]: Cone of sonic energy / Immunity to electricity / Lawful neutral
Shadow[Dr, Mon]: Cone of energy drain* / Immunity to energy drain / Chaotic evil
Shen lung[OA]: Water fire* / Water breathing / Lawful neutral
Silver[MM]: Cone of cold / Immunity to cold / Lawful good
Song[Mon]: Cone of charged gas (deals electricity damage) / Immunity to electricity / Chaotic neutral or chaotic good (player's choice)
Styx[Dr]: Line of acid / Immunity to disease and poison / Neutral evil
Tarterian[Dr]: Line of force / None / Neutral evil or chaotic evil (player's choice)
T'ien lung[OA]: Cone of fire / Water breathing / Lawful neutral

Low-Light Vision (Ex): The 2nd level of the draconic racial class grants low-light vision.

Natural Armor (Ex): At 2nd level, the draconic racial class grants a +1 natural armor bonus to AC (existing natural armor improves by 1). The 3rd level of the class grants another +1. At 4th level, the natural armor bonus increases by an additional +2, for a total improvement of +4 over three levels.

Racial Bonus on Saves Against Sleep and Paralysis (Ex): The 2nd level of the draconic racial class grants a +4 racial bonus on saving throws against magic sleep effects and paralysis.

Bite (Ex): At 3rd level, the draconic racial class grants a bite attack that deals damage according to the half-dragon template.

Breath Weapon (Su): The 3rd level of the draconic racial class grants a weak breath weapon. The form of this breath weapon depends on the character's dragon parentage. See the half-dragon template for details. This breath weapon deals half the normal damage of a half-dragon's breath weapon. If the dragon type doesn't grant a breath weapon (see Half-Dragons Beyond the *Monster Manual,* below), the draconic racial class doesn't grant one either.

If the dragon type granted a weak breath weapon at 3rd level and the 4th level is taken, the weak breath weapon becomes a normal half-dragon breath weapon. It deals the damage granted by the half-dragon template.

If the dragon type didn't grant a weak breath weapon at 3rd level and the 4th level is taken, the racial class grants a special attack according to the dragon parent. See Half-Dragons Beyond the *Monster Manual* for details.

Immunity to Energy (Ex): At 3rd level, the draconic racial class grants immunity to an energy type based on the character's dragon parentage and the half-dragon template.

Dragon Type: The 4th level of the draconic racial class grants the dragon type, which replaces the dragonblood subtype previously gained. As part of this benefit, the character gains immunity to magic sleep effects and paralysis and loses the previously gained +4 racial bonus on saves against these effects. All the character's racial Hit Dice increase by one die size, to a maximum of d12. Players are entitled to reroll increased racial Hit Dice for their characters.

Racial skill points per Hit Die change to 6 + Int (or four times this number for the first racial Hit Die). If this number is higher than the normal quantity of skill points for the recipient creature's racial Hit Dice, it gains skill points equal to the difference between its new skill point total and its old skill point total. If this number is lower than the normal quantity of skill points for the recipient creature's racial Hit Dice, it loses skill points equal to the difference between its new skill point total and its old skill point total. Racial class skills do not change.

Wings (Ex): Large or larger creatures that take the 4th draconic racial class level grow a pair of functional wings, or their existing vestigial wings become functional. Such creatures gain a fly speed equal to twice their base land speed (maximum 120 feet) with average maneuverability.

Table 4–1: The Draconic Racial Class

Effective Class Level	Ability Score Increases	Benefits
1st	—	+2 on Intimidate checks and Spot checks
2nd	Str +2, Con +2, Cha +2	Claws[1], darkvision 60 ft., dragonblood subtype, low-light vision, natural armor (+1), +4 racial bonus on saves against sleep and paralysis
3rd	Str +2, Int +2	Bite[2], breath weapon (weak)[2], claws[2], immunity to energy[2], natural armor (+2)
4th	Str +4	Breath weapon (full)[2], dragon type, natural armor (+4), wings[3]

1 From the draconic template.
2 From the half-dragon template.
3 Only if Large or larger.

Topaz[MM2]: Cone of dehydration (no damage type) / Immunity to cold / Chaotic neutral

Tun mi lung[OA]: Gust of wind* / Water breathing / Neutral evil

White[MM]: Cone of cold / Immunity to cold / Chaotic evil

Yu lung[OA]: None / Water breathing / Neutral

Ability Descriptions

Ability Drain (Su): Three times per day, a half-fang dragon can choose to deal 1d4 points of Constitution drain with its bite attack (Fortitude negates). The decision to use this ability must be made before the attack roll is made.

Burrow: A half-li lung dragon has a burrow speed of 10 feet.

Cause Rain (Su): A half-chiang lung dragon can breathe storm clouds three times per day, causing rain. The rain lasts for 2d4 hours and extends in a 2-mile radius centered on the half-dragon.

Cone of Energy Drain (Su): A half-shadow dragon's breath weapon is a cone that bestows one negative level (Reflex negates).

Gust of Wind (Su): A half-tun mi lung dragon's breath weapon is equivalent to a *gust of wind* spell with an instantaneous duration.

Searing Light (Su): A half-prismatic dragon's breath weapon is the equivalent of a *searing light* spell (caster level 8th) with a range of 60 feet.

Roar (Ex): A half-li lung dragon can roar three times per day, creating a sound resembling metal scraping against stone. All creatures within 60 feet of the creature are automatically deafened for 1 round (no saving throw).

Water Fire (Su): Three times per day, a half-pan lung dragon or half-shen lung dragon that is touching or submerged in water can surround itself in an aura of ghostly, multicolored flames. These flames deal an extra 1d6 points of fire damage to any creature that successfully strikes the protected half-dragon with a melee attack. (Such successful attacks still deal normal damage to the half-dragon normal damage.) Lung dragons and half-lung dragons are immune to this special attack. Water fire lasts for 1 minute or until it is exposed to normal or magical fire. If the effect is negated by normal or magical fire, the half-dragon can't activate the ability again for 2d6 minutes.

NONHUMANOID DRAGON-DESCENDED

Although this chapter presents characters from the perspective of humanoid races with a draconic heritage, plenty of monsters also make interesting dragon-descended choices.

NONHUMANOID HALF-DRAGONS

Since the half-dragon template can apply to any living creature type other than dragons, a nearly limitless variety of possible half-dragons exist. Although such creatures are usually not suitable as player characters, some might make for interesting cohorts. A half-deep dragon monstrous spider makes a terrifying

Illus. by E. Fiegenschuh

A touch of dragon blood makes any creature more interesting—and more dangerous

mount for a drow blackguard, and a half-bronze dragon tiger is a mighty companion for a druid or ranger.

Many intelligent nonhumanoids suitable as player characters might also make viable choices as half-dragons. A half-bronze dragon centaur, for example, could be unusually attracted to the seacoast, perhaps as a marine druid. A half-white dragon frost giant might be a ferocious berserker who preys on other frost giants.

In general, it's best to choose a nonhumanoid race that has a low level adjustment, since the level adjustment granted by the half-dragon template can quickly put a character out of reach for a typical campaign. However, if epic adventure is more to your taste, you can experiment even further. Imagine a warband of half-planar dragon archons, seeking out and destroying fiends; a party of half-lung dragon djinn competing against half-red dragon efreet; or even a cult of half-green dragon yuan-ti, founding a new temple deep in the jungle.

NONHUMANOID DRACONIC CREATURES

Draconic animals and magical beasts serve well as mounts, guardians, and cohorts of dragon-descended characters, since they respond better to the draconic blood of their masters and leaders (especially if they share the same draconic heritage). Draconic familiars are popular choices for dragon-descended spellcasters, boosting the familiar's strengths with those born of dragon blood.

Since the level adjustment for a draconic creature is only +1 (compared to +3 for a half-dragon), the template can be applied to a wider range of nonhumanoid PC races without pushing the character's level beyond a reasonable starting point. Draconic fey, for example, could be the heart of a campaign filled with ancient mystery and deep magic. The planetouched, already apart from other mortals, become even stranger with the draconic template—they might be involved in the intrigues within the planar metropolis of Sigil.

DRAGON-DESCENDED CHARACTERS

Although the dragon-descended are naturally inclined toward arcane magic, their superior physical and mental abilities make them fit for most classes.

Barbarian: Among savage peoples, one who is born to draconic heritage is naturally suited to be a berserker. Such characters might become war leaders, but many are solitary ragers who challenge everyone they meet. Superior Strength and Constitution combine well with barbarian rage, while better Charisma makes such a warrior even more intimidating.

Bard: Improved Charisma and a disposition toward arcane magic make the bard class a natural choice for those of dragon descent. Such characters spend much of their time collecting bits of dragon lore and seeking out dragons—some even end up as Singers of Concordance. Their diplomatic skill makes dragon-descended bards a fine choice for ambassadors between dragons and other creatures.

Cleric: Other than in the worship of Io, divine magic finds little following among the dragon-descended. However, dragon-descended do not incur any penalties to Wisdom, and in fact, a superior Charisma score means they can influence undead more effectively. Playing a cleric of draconic heritage is against type and opens up interesting roleplaying possibilities, especially if you follow an unusual deity such as Olidammara or Corellon Larethian.

Chapter 6: Character Options includes racial substitution levels for any dragonblood cleric, including half-dragon and draconic ones.

Druid: Dragon-descended druids are uncommon, but since many dragons have an elemental affinity, their progeny possess a latent connection with the environment (especially half-dragons born to gem dragons or to dragons from the Inner Planes). Such a druid is usually solitary, following the militant path of barring outsiders from pristine natural places and fiercely avenging crimes against nature. Some few promote the interconnectedness of all things and seek acceptance among other peoples.

Fighter: With high Strength, Constitution, and Charisma, dragon-descended make excellent fighters. They also enjoy natural armor and an innate resistance to effects, such as *hold person* and *sleep,* that often fell members of the fighting classes. Half-dragons might not always have access to formal military training, if they are born into xenophobic societies; such characters leave home at an early age to seek private instruction and usually become adventurers, mercenaries, or both. Draconic beings are often able to blend with their society and join citizen militias or even knightly orders.

Monk: The lawful alignment requirement of the monk class usually makes it inaccessible to those descended from chaotic dragons, unless they can overcome the call of their blood. Dragon-descended do not have advantages in Wisdom or Dexterity, two abilities important to monks, but their great might, fine health, and innate armor let them survive longer in hand-to-hand combat.

Paladin: The very strict alignment requirement of this class puts it out of the reach of half-dragons who are not born of lawful good dragons, unless they can overcome their innate tendencies. In particular, half-radiant dragons (see *Draconomicon*, page 185) are devoted champions of justice. They often serve Bahamut, but some are followers of Io.

Ranger: Dragon-descended beings who do not fit into their humanoid society might end up as solitary hunters and wanderers. Their stamina aids in survival, and keen draconic senses give them advantages in tracking and avoiding natural hazards. Such rangers are more likely to pursue a favored enemy out of anger than expertise, and they often enter prestige classes that specialize in hunting down and destroying hated foes.

Rogue: Dragon-descended have superior Charisma, which makes them good at intimidation. They make fine thugs, interrogators, and crime bosses. Those who are interested more in scouting and gathering information benefit from their draconic senses and more hit points. Characters who inherit a calculating or sneaky parent's traits can often turn these to good use as rogues.

Sorcerer: This class is a natural career choice because dragon-descended sorcerers benefit from high Charisma as well as simply being more sturdy than their humanoid counterparts. They are likely to take feats or prestige classes that enhance their innate abilities and allow them to awaken more of the dragon within.

Chapter 6: Character Options includes racial substitution levels for any dragonblood sorcerer, including half-dragon and draconic ones.

Wizard: Dragon-descended wizards are not as common as dragon-descended sorcerers, but they can still be strong in the arcane arts. Half-dragons enjoy enhanced Intelligence, and draconic creatures take no penalty to that ability score. What holds many back is lack of access to arcane schooling, but in some cultures (especially among elves), dragon-descended youngsters are pushed toward wizardry.

DRACONIC CREATURE TEMPLATE

A draconic creature is descended from a dragon ancestor, though that ancestor could be many generations removed. Draconic creatures often bear hints of their heritage, such as subtle coloration, slitted pupils, or scaly skin. Those with strong draconic features are sometimes mistaken for half-dragons.

It isn't necessary to determine the source of a draconic creature's heritage, since the creature doesn't gain any abilities directly related to its dragon ancestor.

CREATING A DRACONIC CREATURE

"Draconic" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature) except a dragon. (The dragon devotee prestige class in Chapter 5 also allows a character to gain this template.)

A draconic creature uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Animals with this template become magical beasts, but otherwise the base creature's type is unchanged. All creatures gain the dragonblood subtype. Size is unchanged.

Armor Class: Natural armor improves by 1.

Attack: A draconic creature retains all the attacks of the base creature and gains two claw attacks if it doesn't already have them. If the base creature can use weapons, the draconic creature retains this ability. If the base creature has natural weapons, it retains those weapons. A draconic creature fighting without weapons uses either its claw attacks or its primary natural weapon (if it has one). A draconic creature armed with a weapon uses its claw attacks or a weapon, as it desires.

Full Attack: A draconic creature fighting without weapons uses either its claw attacks or its natural weapons. If armed with a weapon, it uses the weapon as its primary attack and claws or some other natural weapon as a secondary attack.

Damage: Draconic creatures have two claw attacks. If the base creature does not have this attack form, use the appropriate damage value from the following table, according to the draconic creature's size. Creatures that have claw attacks retain their old damage values, or use the appropriate value from the table, whichever is higher.

Size	Claw Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	1d10

Special Qualities: A draconic creature retains all the special qualities of the base creature, and it gains darkvision out to 60 feet and low-light vision.

Saves: Draconic creatures have a +4 racial bonus on saves against magic sleep effects and paralysis.

Abilities: Increase from the base creature as follows: Str +2, Con +2, Cha +2.

Skills: Draconic creatures have a +2 racial bonus on Intimidate checks and Spot checks.

Organization: Solitary or as base creature.

Challenge Rating: Same as base creature +1.

Level Adjustment: Same as base creature +1.

DRAGON-DESCENDED IN EBERRON

Eberron's dragons are reclusive and cryptic, so no one knows what they're thinking or what plans they're laying. The Seren barbarians, who worship on Argonnessen's shores, rarely encounter the objects of their reverence, but sometimes a dragon has need of an agent in the outside world.

Very rarely, this need results in the appearance of a half-dragon among the Seren. The barbarian people treat such a being as a divine emissary, and he can actually venture into the hidden interior of the dragons' continent, there to converse with his sire.

Other dragons usually view such crossbreeds as abominations. If a dragon learns of a half-dragon's existence, that dragon seeks the destruction of the half-dragon and possibly its sire.

A more likely place to find dragon-descended is in the depths of Khyber. There, cultists of the Dragon Below experiment with the infusion of dragon essence and the horrific science of draconic grafts. In this way, they hope to better serve their dark masters.

The lich Vol, who controls the Blood of Vol cult and its military arm, the Order of the Emerald Claw, was a half-green dragon elf in life. She was created to mediate between the warring elves and dragons, but the experiment backfired—both races reviled her as unnatural, and her entire house was wiped out, along with the Mark of Death.

Vol's fury at this slaughter could make her interested in other half-dragons, or it might have left within her a deep self-loathing. Nobody can tell what thoughts move behind her withered face.

Illus. by R. Horsley

The five prestige classes provided in this chapter are designed for the dragonkind races described in Chapters 1 through 4 of this book (dragonborn, spellscales, kobolds, half-dragons, and draconic creatures). Other characters can also take the dracolexi and dragonheart mage classes.

Table 5–1: New Prestige Classes

Class	Description
Disciple of the eye	Fearsome martial artist and peacemaker
Dracolexi	Traveling scholar of Draconic language
Dragon devotee	A path for fighters and rogues to pursue draconic dreams
Dragonheart mage	Arcane caster who exploits dragon heritage
Singer of Concordance	Peripatetic priest of Io

DISCIPLE OF THE EYE

"Leaving an opponent stunned or unconscious only creates a pest that may rise to challenge you again. However, killing your foe is secondary to planting the fear of the dragon within him—the longer he lives, the more he will tell others of your dreadful, terrifying gaze."

—Molik, kobold disciple of the eye

The way a disciple of the eye fixes her gaze on someone can be remarkably unsettling. A leashed draconic fury is smoldering inside her—the promise of a retribution so great that its mere intimation is enough to make observers fear for their lives.

As a disciple of the eye, you know the messages that the eyes alone can impart. Indeed, eyes can both send and receive information. You are able to collect heightened knowledge about your environment. More important, your merest glance guarantees your foes that by the time you move to become a blur of dragon-inspired bloodshed, it is already too late for them.

BECOMING A DISCIPLE OF THE EYE

Monks are natural candidates for disciples of the eye, since the prerequisite skills are class skills for them and they have the prerequisite feat automatically—not to mention the fact that, once they enter the class, disciple levels improve their fast movement and flurry of blows abilities.

Sorcerers could also take up the class; they have high Dexterity and Charisma scores, both of which are integral to disciple of the eye class abilities, even though they lack Spot as a class skill. Rogues with high Charisma scores also make

good candidates, but lack Concentration as a class skill. A rogue/sorcerer multiclass character could certainly work, keeping in mind that you also want a good Strength score for melee combat.

Entry Requirements

Subtype: Dragonblood.
Alignment: Any lawful.
Skills: Concentration 8 ranks, Spot 8 ranks.
Feats: Improved Unarmed Strike.

Table 5–2: The Disciple of the Eye **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Natural Armor Bonus
1st	+0	+2	+2	+2	Fast movement, flurry of blows, *wandering eyes*	+0
2nd	+1	+3	+3	+3	Frightful attack	+1
3rd	+2	+3	+3	+3	Keen senses	+1
4th	+3	+4	+4	+4	Glare of the enraged dragon	+2
5th	+3	+4	+4	+4	Blindsense	+2

Class Skills (4 + Int modifier per level): Concentration, Climb, Craft, Diplomacy, Gather Information, Hide, Jump, Intimidate, Knowledge (arcana), Knowledge (geography), Listen, Move Silently, Profession, Sense Motive, Spot, Survival, Swim, Tumble.

CLASS FEATURES

As they advance in level, disciples of the eye gain increased unarmed abilities. They learn how to increase their perception of the world as well as strike fear into their opponents.

Fast Movement (Ex): Your disciple of the eye levels stack with your monk levels (if any) for the purpose of determining your unarmored speed bonus. (See the monk class feature, pages 40–41 of the *Player's Handbook*.) If you don't have any monk levels, you are treated as a monk of the same class level as your disciple class level for determining your unarmored speed bonus.

Flurry of Blows (Ex): Your disciple of the eye levels stack with your monk levels (if any) for the purpose of determining the attack bonuses you use when making a flurry of blows. (See the monk class feature, page 40 of the *Player's Handbook*.) If you don't have any monk levels, you are treated as a monk of the same class level as your disciple class level for determining your flurry of blows attack bonuses.

Wandering Eyes (Sp): As a disciple of the eye, you gain the ability to remotely perceive your surroundings. As a standard action, you can create a magical sensor that provides visual information as the *arcane eye* spell (PH 173), for up to 1 minute per day per disciple level (which can be expended gradually, minimum 1 round). The effect of this ability is identical to that of the *arcane eye* spell, except that the magical sensor is shaped like a dragon of Fine size. The moment you stop concentrating on the invisible sensor, it winks out of existence and must be created again.

Natural Armor Bonus (Ex): By the time you reach 2nd level, your martial training has begun to harden you against physical attacks, providing you with a +1 bonus to your natural armor. This bonus increases to +2 at 4th level.

Frightful Attack (Ex): At 2nd level, you can unsettle your foes by evoking the presence of the dragon within you. This ability takes effect automatically whenever you make an attack roll against an opponent that has fewer Hit Dice than your character level. The target of your attack must succeed on a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1d4 rounds.

Dragons and creatures with the dragonblood subtype are immune to this effect. Creatures that succeed on this save can't be affected again by your frightful attack for 24 hours.

Keen Senses (Ex): When you attain 3rd level, your senses dramatically improve. You can see four times as well as a human can in shadowy illumination, and twice as well as a human can see in normal light. If you can already

OTHER PRESTIGE CLASSES

In addition to the new prestige classes presented here, don't overlook these prestige classes from other supplements.

Archmage (*Dungeon Master's Guide*): Among most races, archmages tend to be wizards rather than sorcerers because of the diversity of spell knowledge required to enter the class. The spellscales' experimental approach to magic and eclectic tastes mean that by the time they can cast 7th-level spells, many qualify to take this class.

Blood Magus (*Complete Arcane*): Spellscales especially find it interesting to use their dragon blood to manipulate magic.

Dragon Disciple (*Dungeon Master's Guide*): This prestige class focuses on the physical prowess of a dragon. It is particularly suited to characters interested in acquiring draconic aspects, because its capstone ability transforms the character into a half-dragon.

Dragonstalker (*Draconomicon*): Dragonborn are particularly well suited to taking this prestige class, which emphasizes hunting and slaying dragons.

Outcast Champion (*Races of Destiny*): Dragon-descended characters that are of human origin before the addition of the template can become outcast champions. The class is perfect for an alienated half-dragon human.

Mystic Theurge (*Dungeon Master's Guide*): Spellscales who want to have substantial divine spellcasting power are usually loath to give up their arcane sorcerer abilities. The mystic theurge class lets a spellscale have the best of both worlds.

Tempest (*Complete Adventurer*): Dragonborn sometimes become tempests. The class's focus on martial skill appeals to them. A tempest dragonborn is awesome to watch when it is battling the spawn of Tiamat.

Virtuoso (*Complete Adventurer*): Spellscales who are interested in honing their performance skills without forsaking their mastery of sorcery find this prestige class attractive.

see farther than a human but not as well as indicated above, your vision extends to this improved distance. If you already have improved vision that matches or exceeds this distance, your vision does not improve.

You also gain darkvision out to 120 feet. If you already have darkvision but not out to 120 feet, your current darkvision extends to that distance. If your current darkvision already extends to 120 feet or more, your darkvision does not improve.

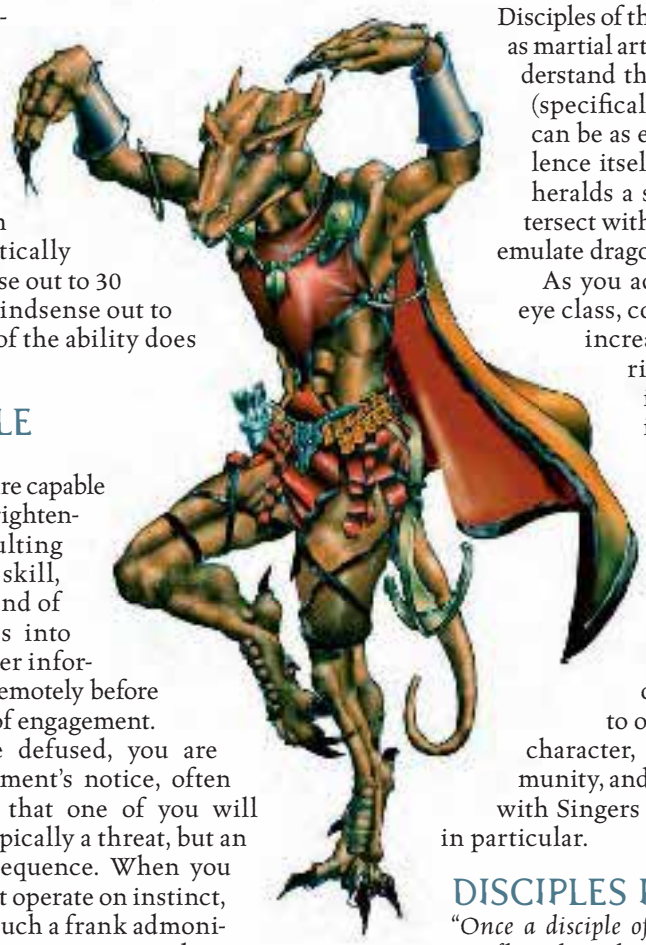
Glare of the Enraged Dragon (Su): At 4th level, you can use a swift action (see page 122) and focus your dragon heritage into an enraged glare that you direct against any creature within 30 feet. The target of your glare must succeed on a Will saving throw (DC 10 + 1/2 your character level + your Cha modifier) or be shaken for 1d4 rounds. This ability can be used a number of times per day equal to your disciple level. Affected foes that are already shaken become frightened instead.

Blindsense (Ex): At 5th level, your senses dramatically expand. You gain blindsense out to 30 feet. If you already have blindsense out to 30 feet or more, the range of the ability does not improve.

PLAYING A DISCIPLE OF THE EYE

As a disciple of the eye, you are capable of ending a fight by either frightening your foes away, assaulting them with your martial skill, or both. You are not the kind of melee fighter who rushes into combat, preferring to gather information about your enemy remotely before planning the best method of engagement.

If a quarrel cannot be defused, you are prepared to fight at a moment's notice, often warning your combatant that one of you will probably die. This is not typically a threat, but an honest profession of consequence. When you face mindless creatures that operate on instinct, nothing can be gained by such a frank admonition, so against such opponents you attack without reservation.



Molik, a disciple of the eye

Combat

You prefer to begin combat only after you have collected information on foes using your *wandering eyes* ability. Your ability to send a dragonlike sensor to scout for you is useful in a wide variety of situations, though the dragon-sensor's presence is certainly something potential foes might wonder about, and perhaps be thus forewarned of your imminent arrival.

Once combat is joined, your ferocious martial techniques combined with the frightful nature of your attacks can cause less powerful foes to quail in your presence. While your victims might not run, shaken foes are far less likely to take you down. They are also more likely to make mistakes, creating valuable openings for you and your comrades to exploit.

As you proceed in the class, you eventually gain the ability to use the glare of the enraged dragon. This is an ideal ability to use on already shaken foes, for if you successfully stare down such a creature with this ability, it becomes frightened and flees the battle. You should use this ability on lesser creatures in a combat against multiple foes, giving you the advantage of focusing your martial prowess on your most significant opponent.

Advancement

Disciples of the eye have undergone training as martial artists. At the same time, they understand that the threat of great violence (specifically, dragon-inspired violence) can be as effective a deterrent as the violence itself. Sometimes this realization heralds a spiritual journey that can intersect with the path of those who seek to emulate dragons.

As you advance in the disciple of the eye class, consider devoting resources to increasing or enhancing your Charisma score. This score is an important factor in your ability to shake or frighten your foes, and keeping it as high as possible should be one of your primary goals.

Resources

For the most part, a disciple of the eye has no special resources. You are usually on your own when it comes to organized support. As a lawful character, you crave a structured community, and therefore you might associate with Singers of Concordance (see page 91) in particular.

DISCIPLES IN THE WORLD

"Once a disciple of the eye becomes involved in a conflict, the only safe resolutions are to commit to peace or walk away."

—Arytemaurg, dragonwrought kobold

Player characters who become involved with dragonblood humanoids might find themselves crossing paths with a disciple of the eye without realizing it at first, given a disciple's tendency to dress in the same clothes worn by commoners and to avoid notice as much as possible. A lawful good disciple often chooses to guard a defenseless group of individuals, while a lawful evil disciple seeks to dominate small communities through regular doses of fear. A lawful neutral disciple might be skilled at negotiating a peace between opposing sides of a war.

Illus. by D. Frazier

Organization

Disciples of the eye do not form lasting communities, each feeling most effective as an individual within an existing organization. Even so, at times several disciples have combined their strength in times of great martial need. These compacts are formed either when everyone involved attempted to mediate a situation and failed, or when mediation was impossible due to the mindless nature of the threat.

In such cases, it is not unusual for a group of disciples to operate together, either as a team of infiltrators that inflicts damage behind enemy lines, or as a driving force to break through on the battlefield. These sorts of attacks are highly successful; the disciples can remotely scout ahead with their *wandering eyes* ability and then focus their energy where the most damage can be done.

NPC Reactions

Those unfamiliar with a particular disciple of the eye have an indifferent attitude toward her. Because disciples are usually not part of a particular organization, very few NPCs would be able to stereotype newly encountered disciples as foes or friends.

If a disciple of the eye has made a name for herself in a particular location, then of course the attitudes of NPCs in that area shift—becoming more friendly if the disciple is seen to be on the side of right, but becoming more unfriendly if the disciple's draconic ability to shake and frighten foes is widely witnessed or talked about. The average NPC is afraid of dragons and of those who display dragonish abilities.

DISCIPLE OF THE EYE LORE

Characters with ranks in Knowledge (local) or Knowledge (history) can research disciples of the eye to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Disciples of the eye are skilled martial artists who seek to emulate dragons.

DC 15: Disciples of the eye can send little invisible dragon-like creatures wandering to scout distant locations.

DC 20: Disciples of the eye demonstrate a fury during their initial attack that is reminiscent of a dragon's aspect, frightening the weak-willed.

DC 30: Characters who achieve this level of success can learn important details about specific disciples of the eye, including notable accomplishments and geographical origins.

Player characters trying to locate a disciple of the eye should make a DC 20 Gather Information check to discover the necessary intermediaries and protocols for contacting one. If the player characters are talking to a Singer of Concordance and request a mediator, give them a +2 circumstance bonus on the check.

DISCIPLES IN THE GAME

This prestige class is interesting to players on multiple levels. As negotiators sent to intimidate and frighten, disciples of the eye offer roleplaying opportunities. With their *wandering eyes* ability, disciples of the eye are ideal for reconnaissance or spying. As martial artists, they can throw themselves into melee combat with abandon. Opportunities for each style of gaming should be offered for a full play experience, depending on individual preferences.

Adaptation

Disciples of the eye are intended for dragonblood humanoids. If none are present in your campaign, this prestige class can be played with a regular humanoid—just remove the dragonblood subtype requirement. Some other element must be used, however, to serve as the seed of the character's ability to frighten others—require instead 2 ranks in Knowledge (arcana), concentrating on some particularly scary magical beast that the disciple emulates. In addition, the shape of the wandering eyes sensor should change from the form of a dragon to that of the new creature being emulated.

Sample Encounter

The player characters have heard of an isolated village that has cut off all contact with the outside world. On a quest to investigate, they meet a kobold traveler on the road who asks to travel with them for safety. If questioned about the village, she indicates that the villagers have found order and have chosen to turn away from the chaos of the outside world.

EL 13: Once the characters arrive at the village, it becomes clear that the townsfolk fear and obey Molik. When it becomes obvious that the traveler is the one behind the village's sudden isolation, the characters must decide how to deal with Molik, who will not release the townsfolk without a fight.

MOLIK **CR 13**

Female kobold monk 8/disciple of the eye 5
LE Small humanoid (dragonblood, reptilian)
Init +6; **Senses** blindsense 30 ft., darkvision 120 ft.; Listen +11, Spot +11
Languages Draconic

AC 25, touch 25, flat-footed 23; Dodge, Mobility
hp 71 (13 HD)
Immune normal disease
Resist evasion
Fort +15, **Ref** +18, **Will** +16 (+18 against enchantments)
Weakness light sensitivity

Speed 70 ft. (14 squares)
Melee unarmed strike +12/+7 (1d8+3) or
Melee unarmed strike +12/+12/+12/+7 (1d8+3) with flurry of blows or
Ranged *+2 distance gnome bane light crossbow* +13/+8 (1d6+2/19–20)
Base Atk +9; **Grp** +12
Atk Options Combat Reflexes, Improved Grapple, Spring Attack, *ki* strike (magic), glare of enraged dragon
Special Actions wholeness of body (heal herself 16 hp/day)
Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 14, Con 12, Int 10, Wis 15, Cha 10
SQ slow fall 40 ft., natural armor +2
Feats Combat Reflexes, Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike[B], Lightning Reflexes, Mobility, Rapid Reload (light)

Skills Concentration +11, Craft (trapmaking) +4, Diplomacy +9, Hide +11, Jump +9, Listen +11, Move Silently +7, Profession (miner) +4, Search +4, Sense Motive +11, Spot +11, Tumble +9

Possessions combat gear plus *+2 distance gnome bane light crossbow* with 40 bolts, *amulet of natural armor +3, belt of giant strength +4, bracers of protection +3, cloak of resistance +4, periapt of Wisdom +2,* monk's outfit, 50 gp

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Wandering Eyes (Sp) Creates an invisible magical sensor as the *arcane eye* spell for up to 5 minutes (expended gradually, minimum 1 round).

Frightful Attack (Ex) When attacked, creature that fails DC 16 Will save is shaken for 1d4 rounds.

Glare of the Enraged Dragon (Su) Molik can use a swift action up to 5/day to glare at a foe within 30 feet. On a failed DC 16 Will save, the target is shaken for 1d4 rounds. If a victim is already shaken, it becomes frightened.

DRACOLEXI

"Before there was a written script, the Draconic language was spoken by true dragons for thousands of years. The nuances of every word are still filled with arcane meaning, but only if you know how to pronounce and unlock that power."

—Renthisjarcaniss, black dragon

A dracolexi lives in a world forgotten by most creatures alive today, back when the first Draconic words reverberated with preternatural meaning. As a dracolexi, you try to understand that primordial vocabulary by devoting yourself to the study of ancient dialects and languages, hoping to discover exactly how certain Draconic words were once uttered. These words hold little power until a dracolexi understands the meaning behind them.

When a dracolexi can finally pronounce the word with the original emotional and intellectual subtext in mind, he can invoke instantaneous arcane power. With practice and more than a little experimentation, you can master these Draconic words, but you must be prepared to live a life both adventurous and studious by turns in order to locate and decipher the histories that embody these secrets.

BECOMING A DRACOLEXI

A member of any class capable of spontaneous arcane spellcasting and having Knowledge (arcana) as a class skill can qualify for this prestige class without too much effort. Bards have an easier time qualifying than most other characters, because of the skill and language requirements. A key attribute for a dracolexi is Charisma for spellcasting, but a high Intelligence is equally important when researching Draconic words, not to mention Decipher Script, Knowledge, and Search checks. Dracolexi do a fair amount of adventuring, so a good Dexterity helps get them out of tight spots and a high Constitution helps them survive anything they can't escape.

Entry Requirements

Feats: Eschew Materials or Still Spell.

Skills: Knowledge (arcana) 8 ranks, Perform (oratory) 4 ranks, Spellcraft 4 ranks.

Spells: Must be able to spontaneously cast 2nd-level arcane spells, must know at least one language-dependent spell.

Languages: Must be able to speak Draconic plus at least two languages from the following list: Auran, Dwarven, Elven, Ignan.

CLASS FEATURES

As they advance in the class, dracolexi acquire knowledge of increasingly powerful Draconic words, while also mastering the original dialects of the dragons and thus gaining the ability to affect spell energy.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a dracolexi, you must decide which class to add each level to for the purpose of determining spells per day, caster level, and spells known.

Draconic Words (Su): When you enter this class, you begin to discover the arcane nuances that allow specific

Table 5–3: The Dracolexi **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Draconic words (1)	—
2nd	+1	+0	+0	+3	Bonus feat	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	*Power word* spells	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Draconic words (2)	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Bonus spells known	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	*Power word* spells	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Draconic words (3)	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Voice in silence	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	*Power word* spells	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Draconic words (4)	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Climb, Craft, Decipher Script, Gather Information, Jump, Knowledge (all skills, taken individually), Profession, Sense Motive, Spellcraft, Search, Speak Language, Swim, Use Magic Device.

spoken Draconic words to produce powerful effects. Your intuitive understanding of how to express these words cannot be imparted to others. Even if one of these words is repeated perfectly by someone else, the utterance has no effect, because the speaker lacks the internalized understanding that can only come from the special studies that dracolexi engage in.

At 1st level and every three levels thereafter (4th, 7th, and 10th), you can learn one Draconic word from among those described below in order to use it and gain the benefit of its effect. Some Draconic words have a class level requirement that must be met before the word can be learned. You can't learn the same word twice.

Speaking a word is a swift action (see page 122) that activates the word's effect; if the word affects a particular creature, you can target any creature (including yourself) within 30 feet. A *silence* spell or similar effect prevents you from using Draconic words; if you are deafened, you have a 20% chance of misspeaking a Draconic word when using it (this counts as a use of the word but has no effect).

Beginning at 4th level, you can choose to incorporate a known Draconic word into the verbal component of a spontaneously cast arcane spell as you cast it (which requires no action other than the normal casting of the spell). In this case, the word takes effect at the end of the spell's casting time, just before the spell takes effect. If the Draconic word would normally target a specific creature, it can only target a creature that is targeted by the spell, or a single creature within the area of the spell. A spell cast without a verbal component can't have a Draconic word added to its effect.

You can use each Draconic word any number of times per day, but no more than one word can be used each round (nor can you use the same word more than once per round). No creature can be targeted by the same Draconic word twice in a 24-hour period.

If a saving throw is allowed against the power of the Draconic word, the save DC is 10 + your dracolexi level + your Cha modifier.

Dracolexi Draconic Words

Minimum Level	Draconic Word (translation)	Effect
1st	*renthisj* (speak)	Speech can be understood by all creatures
1st	*ssifisv* (rest)	Eliminate fatigue or exhaustion
1st	*vor* (learn)	Bonus on Knowledge, Spellcraft checks
4th	*ocuir* (see)	Bonus on Search and Spot checks
4th	*osvith* (flee)	Target shaken or frightened for 1d4 rounds
4th	*ssearth* (prolong)	Heal target or extend spell
7th	*veschik* (replenish)	Regain spell slot
7th	*strix* (invigorate)	Grant temporary hit points
10th	*ossalur* (travel)	+30-ft. enhancement bonus to all speeds
10th	*valignat* (burn)	Deal 5d6 fire damage, or empower or widen fire spell

Renthisj: The target's speech can be understood by any creature that can speak a language. A target incapable of speech gains no benefit from this Draconic word (which means "speak"). The effect lasts for a number of hours equal to your class level. Will negates (harmless).

Ssifisv: This Draconic word translates into Common as "rest." It removes the fatigued condition from the target, or reduces the target's exhausted condition to fatigued. If you are at least 7th level, it instead removes both fatigued and exhausted conditions.

Vor: This Draconic word, which translates as "learn," grants the target a competence bonus on Knowledge checks and Spellcraft checks equal to your class level for 1 hour.

Ocuir: This Draconic word, meaning "see," grants the target a competence bonus on Search checks and Spot checks equal to your class level for 1 hour.

Osvith: This Draconic word, translating to "flee" in Common, renders its target shaken for 1d4 rounds. If the target has Hit Dice equal to or less than your dracolexi level, it is frightened instead. Will negates.

Ssearth: The target of this Draconic word ("prolong") is healed of 1 point of damage per caster level. If you speak this word as part of a spell, you can choose instead to extend the spell (as if you had applied the Extend Spell feat), but without any adjustment in spell slot or casting time.

Veschik: This Draconic word means "replenish." The target regains one spell slot (but not a slot that held a prepared spell) of the highest level of arcane spell it can cast spontaneously. If the target has not already cast any spells of that level, it instead regains one spell slot of the highest arcane spell level for which it has already spontaneously cast a spell.

Strix: The target of this Draconic word ("invigorate") gains temporary hit points equal to twice your class level. These hit points last for a maximum of 1 hour.

Ossalur: This Draconic word, meaning "travel," grants its target a 30-foot enhancement bonus to all its speeds for a number of rounds equal to your class level. This effect doesn't give the target a mode of movement it doesn't have (a creature with no fly speed isn't treated as a creature with a fly speed of 0 feet).

Valignat: This Draconic word, meaning "burn," deals 5d6 points of fire damage to the target. If you speak the word as part of a spell with the fire descriptor, you can choose instead either to empower or widen the spell (as if you had applied the Empower Spell feat or the Widen Spell feat), but without any adjustment in spell slot or casting time.

Bonus Feat: A dracolexi learns how to rely on little but her own voice to cast spells. At 2nd level, you gain your choice of Eschew Materials or Still Spell as a bonus feat. If you already have these feats, you gain nothing from this class feature.

Power Word Spells (Su): The words of Draconic power share some fundamental similarities to the various *power word* spells (those in the *Player's Handbook* as well as the ten new *power word* spells presented in Chapter 7 of this book), and your studies shed new light on the use of these magical effects. At 3rd level, you can select any

single *power word* spell and add it to the spell list of any one spontaneous arcane spellcasting class that you have, treating it as a spell of one level lower than normal. If your class spell list doesn't normally include spells of the (adjusted) level of the *power word* spell, you can't add it to your spell list.

For example, a 5th-level bard/3rd-level dracolexi could select *power word distract* (see page 115). It is normally a 4th-level spell, but he can treat it as a 3rd-level bard spell. He could even choose *power word blind* (normally a 7th-level spell) and add it to his class spell list as a 6th-level bard spell, despite the fact that he is not yet capable of casting 6th-level bard spells. He couldn't choose *power word kill* or *power word stun* with this ability, since even with the adjustment these would be 8th-level and 7th-level spells, respectively, which aren't normally available to bards.

Furthermore, if you are (or become) capable of casting spells of that level, you can also add the *power word* spell to your list of spells known. If you already know the selected *power word* spell, you can move that spell to one level lower on your class spell list and also add any spell of the *power word* spell's original level to your spell list.

The bard in the previous example couldn't add *power word disable* (normally a 5th-level spell) to his list of spells known until he was capable of casting 4th-level bard spells. A 9th-level sorcerer/3rd-level dracolexi, on the other hand, could immediately add *power word disable* to his list of spells known, since he is capable of casting 4th-level spells. If he already knew *power word disable* as a 5th-level spell, he would add it to his list of 4th-level spells known and then add a different 5th-level sorcerer spell of his choice to his spells known list.

At 6th level and again at 9th level, you can select another *power word* spell in this fashion.

Bonus Spells Known: A dracolexi is particularly talented in using spells that incorporate language and speech. At 5th level, you can add any two language-dependent spells from your class's spell list to your list of spells known for that class. The spells must be of a level you are capable of casting, and the two spells must be of different levels. For example, a 5th-level sorcerer/5th-level dracolexi could add *lesser geas* (a 4th-level sorcerer spell) and *suggestion* (a 3rd-level sorcerer spell) to his list of spells known. He couldn't learn *command* (since it's a cleric spell) or *mass suggestion* (since it's a 6th-level spell and beyond his ability to cast).

Voice in Silence (Ex): When coupled with arcane energy, your voice becomes potent enough to temporarily overcome areas of silence or even your own deafness. Beginning at 8th level, you can expend an arcane spell slot as a move action to suppress all *silence* spells (or similar effects) in your space, and to render your voice audible to you and other creatures sharing your space even if you or they are deafened. This effect lasts for a number of rounds equal to the level of the spell slot expended. Only you (and any other creatures sharing your space) benefit from this effect; adjacent creatures that are deafened or within a *silence* effect are still affected by the deafness or *silence*. The effect moves with you.

Litrix, a dracolexi

Illus. by C. Malidor

PLAYING A DRACOLEXI

You are that rare breed of academic who takes a decidedly adventurous approach to studying. As a dracolexi, you are not well armed and might also not be overtly geared toward offensive spellcasting. Onlookers might even think that you have paid your companions for their protection. In fact, you are in a unique position to seem like much less than you are, effectively hiding in plain sight.

Adventuring is a means to an end for you; your primary goal is always acquiring bits of linguistic lore. Still, if you are heading into dangerous situations to acquire such knowledge, you might as well enjoy the experience by surrounding yourself with trustworthy colleagues. It is unlikely that they share your passion for languages, but they might accept your impartial leadership.

Combat

Words are your weapons, and you wield them as a fighter does a sword—sometimes with finesse, sometimes with a heavy hand. While most enemies might initially overlook the threat you pose, you are also a spellcaster of no small ability. Regardless of whether you came to be a dracolexi as a bard or a sorcerer (or by some other path), you can devote many of your known spells toward stealth, utility, and travel. While offensive spells are important, you can always use your Draconic words to affect your enemies.

Advancement

Dracolexi are academic by nature. Most have a background either in research (hailing from an established college

or university) or in exploring ancient monasteries or temples. Perhaps, at some point during your studies, you came upon an obscure dialect embedded in an ancient historical text. It seemed to go unnoticed by others, but you became obsessed with it. Following the patterns of this dialect, you were able to discover the existence of Draconic words that, when properly spoken by a proper individual, could alter reality.

While you might have discovered these arcane patterns on your own, tracing them back to a single word of power, most dracolexi candidates have a teacher. Instructors have been known to provide "seeded" material to all their students and then privately mentor the ones who notice the lexicological patterns. A brilliant character can continue this research on his own, but most dracolexi candidates seek out assistance, including those who make their initial discoveries alone.

Resources

If you are mentored by dracolexi instructors, the resources they have amassed are available to you. These typically include libraries of scrolls and tomes that can aid your search for additional linguistic magic. Such a library or resource can even become the place to which you report back with new findings or cross-reference the discoveries made by other dracolexi in the field.

DRACOLEXI IN THE WORLD

"I didn't know why that little fellow was so smug, until he sent a stream of fire arcing back at the gnome wizard with a single word. Now I get it."

—Bragon Stonesplitter, human barbarian

Player characters are more likely to encounter a dracolexi studying a rune-covered wall in the deepest part of a monster-filled dungeon than to cross paths with one in a civilized metropolis. When not adventuring, a dracolexi is usually trying to gain access to private libraries in the hope of expanding his research. The PCs might find themselves recruited by a dracolexi for a spelunking expedition, delving into caves or abandoned lairs that no one previously knew existed. A dracolexi can become so fixated on his pursuit of Draconic words that he fails to notice imminent dangers and so counts on others nearby to remain alert.

Organization

Dracolexi really have nothing to lose from full disclosure, and so they openly exchange information whenever the opportunity presents itself. They always value new perspectives when it comes to their highly obscure interests, regardless of alignment. In this respect, a dracolexi puts his academic work before personal feelings when the possibility of pooling resources exists. Finding more than three dracolexi in one place is extremely rare, however, since they are always traveling to follow up leads.

Instead of an organization, dracolexi have a way of communicating with each other by leaving arcane marks on the scrolls and tomes they read, flagging them after a fashion for other members of their profession. When a dracolexi enters a library, he casts *detect magic* right away in the hope of finding such books, reading those texts first and thus saving valuable time. If dracolexi know one another well, these runes and symbols might be personalized.

NPC Reactions

Dracolexi move through a world that remains largely unaware of their profession and purpose. Only those with significant education or magical knowledge would know of dracolexi at all. Most members of the class take advantage of this anonymity, preferring to maintain privacy when it comes to the reasons for their travels.

Individuals who are aware of the field of study, such as librarians, scholars, and other academic types, will have a starting attitude of friendly, unless the dracolexi refuses to share information, in which case the attitude will drop to indifferent. Those who are not aware of dracolexi as a whole will have a starting attitude of indifferent toward any particular dracolexi.

DRACOLEXI LORE

Characters with ranks in Knowledge (arcana) or Knowledge (history) can research the dracolexi to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Dracolexi are spontaneous spellcasters who somehow draw their power from the study of ancient languages.

DC 15: Dracolexi cast potent *power word* spells, using their knowledge of Draconic dialects to great effect.

DC 20: Dracolexi include Draconic words of power in their spells' verbal components to create additional effects.

DC 30: Characters who achieve this level of success can learn important details about specific dracolexi, including notable accomplishments and mentors from whom they studied.

Player characters trying to locate a dracolexi should make a DC 20 Gather Information check to discover the necessary intermediaries and protocols for contacting one. If the player characters are searching for a dracolexi in a library, give them a +2 circumstance bonus on the check.

DRACOLEXI IN THE GAME

The dracolexi class is ideal for characters who disdain brawny displays of strength but enjoy the unassuming powers of mind and thought that go unnoticed until too late. This prestige class appeals to players who enjoy a calculated sense of drama that comes from having a few tricks up their sleeve. Dracolexi have an economy of motion that really shines when they fight enemy spellcasters.

Adaptation

Dracolexi are appropriate for any campaign setting in which recorded history is valued by society and accumulated in libraries. These repositories of knowledge do not have to be colleges or universities, but can take

the form of churches or temples that store information in some form. A dracolexi could even be found studying ancient runes etched or painted onto the walls of caverns. A dracolexi does not consider any detail too small for his attention.

Sample Encounter

The player characters are hired by an aristocrat to find and recover a kobold dracolexi named Litrix who was sponsored to explore a recently discovered underground cavern. The dracolexi is late in reporting back to his patron, who fears that he has been kept from completing his mission.

Cavern Entrance: The entrance to the recently discovered cavern (depicted on the accompanying map) is not difficult to find, now that the existence of the cavern has been recorded. The aristocrat who hires the PCs provides them with a map that shows the location of the cave mouth that leads to the cavern entrance.

The ancient cavern is divided into four chambers, with a pool of shallow water in the middle of each one. Interspersed throughout the place are clusters of stalagmites and sections of the cavern walls that contain carved Draconic runes. The ceiling of the chamber is at least 30 feet above the floor of the place in all areas. The cavern contains no light source, so those who enter must provide their own illumination or have the ability to see in the dark.

Stalagmite Formations: These stone protuberances all extend about 5 feet above the floor of the cavern, providing cover for any Medium or smaller creature that moves behind one of them. Other than being an impediment to movement (Climb DC 10 to negotiate one 5-foot square), they are unremarkable.

Carved Draconic Runes: At various places on the walls that form the perimeter of the cavern are runes engraved in an ancient form of the Draconic language. Some of these locations contain only one or two legible expressions or symbols; in other places, the messages are much lengthier. A character who can read Draconic might be able to decipher one or more of these collections of words (particulars are left to the DM).

Shallow Water: In these areas on the map, standing water hampers movement slightly. Treat the water as a shallow bog (*DMG* 88).

Litrix: The kobold dracolexi named Litrix is alive and well. He has set up a crude campsite at the location indicated on the map, far enough away from the entrance that he's not likely to be surprised by any intruders. His sundark goggles (new equipment described on page 123) offset his light sensitivity, meaning that he is not disadvantaged if someone carrying a light source comes near.

EL 11: Litrix believes this cavern to be a great repository of draconic lore and secrets, possibly containing information about other Draconic words that the dracolexi can add to his repertoire. He has become covetous of the discovery, no longer wanting to share the knowledge with his patron, and tries to drive the characters off if they approach him.

Litrix **CR 11**

Male kobold sorcerer 5/dracolexi 6
CN Small humanoid (dragonblood, reptilian)
Init +5; **Senses** darkvision 60 ft.; Listen +1, Spot +1
Languages Common, Draconic, Dwarven, Ignan, empathic link

AC 19, touch 14, flat-footed 18
hp 46 (11 HD)
Fort +7, **Ref** +7, **Will** +11
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee *+1 spell storing longspear* +6 (1d6/×3) or
Melee mwk dagger +6 (1d3–1/19–20) or
Ranged mwk light crossbow +8 (1d6/19–20) or
Ranged mwk dagger +8 (1d3–1/19–20)
Base Atk +5; **Grp** +0
Special Actions Draconic words
Combat Gear 2 *potions of cure moderate wounds*
Sorcerer Spells Known (CL 10th):
5th (3/day)—*power word disable**
4th (5/day)—*lesser globe of invulnerability*, *greater invisibility*
3rd (7/day)—*lightning bolt* (DC 16), *power word distract**, *tongues*
2nd (7/day)—*eagle's splendor*, *protection from arrows*, *scorching ray* (+7 ranged touch), *see invisibility*
1st (7/day)—*alarm*, *comprehend languages*, *mage armor*†, *magic missile*
0 (6/day)—*acid splash* (+7 ranged touch), *arcane mark*, *daze* (DC 13), *detect magic*, *light*, *mage hand*, *mending*, *read magic*, *touch of fatigue* (+5 melee touch)
†Already cast
*New spell described on page 115
Spell-Like Abilities (CL 11th):
1/day—*unseen servant*

Abilities Str 8, Dex 12, Con 12, Int 14, Wis 8, Cha 16
SQ familiar, share spells
Feats Alertness[B] (if familiar within 5 ft.), Eschew Materials, Extend Spell, Improved Initiative, Practical Metamagic*, Still Spell
*New feat described on page 101
Skills Climb +1, Concentration +13, Craft (trapmaking) +4, Diplomacy +5, Gather Information +7, Knowledge (arcana) +10, Knowledge (dungeoneering) +8, Listen +1, Perform (oratory) +7, Search +4, Sense Motive +5, Spellcraft +14, Spot +1, Survival –1 (+1 underground)
Possessions combat gear plus *+1 spell storing longspear* (*lightning bolt*, CL 9th), masterwork dagger, masterwork light crossbow with 10 bolts, *cloak of resistance +3*, *ring of protection +1*, spell component pouch, sundark goggles*, 75 pp
*New item described on page 123

Draconic Words (Su) *Renthisj* (speak)—eliminates fatigue or exhaustion in target; *ocuir* (see)—target gains +6 competence bonus on Search and Spot checks for 1 hour.

Lizard Familiar **CR —**

N Tiny magical beast (augmented animal)
Init +2; **Senses** low-light vision; Listen +3, Spot +3
Languages empathic link, speak with master

AC 17, touch 14, flat-footed 15
hp 23 (11 HD)
Resist improved evasion
Fort +3, **Ref** +3, **Will** +9

Speed 20 ft. (4 squares), climb 20 ft.
Melee bite +4 (1d4–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** –12
Atk Options deliver touch spells

Abilities Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 2
SQ can always take 10 on Climb checks
Feats Weapon Finesse
Skills Balance +10, Climb +12, Hide +10, Listen +3, Spot +3

DRAGON DEVOTEE

"I am even more than I appear to be. At heart, I am dragon."
—Braxon

Dragons hold a great fascination for some individuals, leading those folk into closer and closer association with the powerful race. Some individuals (primarily those related to sorcerers) feel the call more strongly, thanks to their dragon ancestry, occasionally even leading them to attempt to awaken their blood and bring those traits to the fore. Learning more about dragons is the first step toward understanding them. The dragon devotee expands upon this knowledge and begins to manifest dragonlike qualities.

BECOMING A DRAGON DEVOTEE

Dragon devotees are most often fighters or rogues who desire the power and the glory of dragonkind. They need to have basic knowledge about dragons and understand their language. Comprehending the mindset of dragons lets you delve deeper into what it means to be a dragon and to help you become one of them. An above-average Charisma score is necessary to gain the class's spellcasting ability.

Entry Requirements

Race: Nondragon, can't have draconic template.
Base Attack Bonus: +5.
Skills: Knowledge (arcana) 1 rank.
Languages: Draconic.

CLASS FEATURES

As you advance through the levels of this class, you improve your combat skills and gain improved (or new) spellcasting abilities.

Ability Increase (Ex): When you enter this class, your Charisma score increases by 2 points. At 3rd level, your Constitution score improves by 2 points. At 5th level, your Strength score improves by 2 points.

Natural Armor (Ex): A dragon devotee's skin thickens and toughens, developing minuscule scales. This change provides a +1 bonus to your existing natural armor bonus to AC, or simply a +1 natural armor bonus if you had no natural armor to begin with.

Combat Technique (Ex): At 2nd level and again at 4th level, you become more deadly in combat. Each time you gain this class feature, you can choose either to take a bonus feat (any feat from the list of fighter bonus feats for which you meet the prerequisite) or to improve the extra

Table 5–4: The Dragon Devotee **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+0	Ability increase (+2 Cha), natural armor	—
2nd	+1	+3	+0	+0	Combat technique, draconic resistance	—
3rd	+2	+3	+1	+1	Ability increase (+2 Con), ignore spell failure	+1 level of sorcerer
4th	+3	+4	+1	+1	Claws, combat technique	—
5th	+3	+4	+1	+1	Ability increase (+2 Str), draconic creature template	+1 level of sorcerer

Class Skills (4 + Int modifier per level): Climb, Concentration, Intimidate, Jump, Knowledge (arcana), Listen, Sense Motive, Spellcraft, Spot.

damage dealt by your existing sneak attack, skirmish, or sudden strike class feature by 1d6. (The skirmish class feature is described in the scout class, and the sudden strike class feature is found in the ninja class; both of these classes appear in *Complete Adventurer*.)

You must already have the sneak attack, skirmish, or sudden strike class feature in order to choose this option. If you have more than one of these class features, you must apply the bonus to a single class feature (but you can choose a different class feature at 4th level from what you chose at 2nd level).

Draconic Resistance (Ex): At 2nd level, you become resistant to paralysis and magic sleep effects, gaining a +4 bonus on saves against such effects.

Ignore Spell Failure (Ex): Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail if those spells have somatic components. Beginning at 3rd level, you can ignore the arcane spell failure chance when casting 0-level and 1st-level arcane spells. This benefit doesn't apply to spells higher than 1st level, including 0-level or 1st-level spells that occupy a higher-level spell slot because of the application of a metamagic feat.

Spellcasting: At 3rd level and 5th level, you gain spells per day, spells known, and an increase in caster level as if you had also gained a level in sorcerer. You do not, however, gain any other benefit a character of that class would have gained.

If you don't have any levels in sorcerer before reaching 3rd level in this class, you gain spells per day, spells known, and an increase in caster level as if you were a 1st-level sorcerer. You use all the normal rules for sorcerer spellcasting as described in the *Player's Handbook*.

Upon reaching 3rd level in this class, you add *magic fang* to your sorcerer spell list as a 1st-level spell and *greater magic fang* to your sorcerer spell list as a 3rd-level spell. You can choose these spells as spells known (assuming, in the latter case, that you are able to know and cast 3rd-level sorcerer spells), and you can use spell trigger items such as wands that contain these spells.

Claws (Ex): At 4th level, you gain two claw attacks that each deal damage according to your size (see the table below). If you already have claw attacks, use the value given here or your existing claw damage, whichever is greater. These claws are primary attacks unless you already have secondary claw attacks, in which case they remain as secondary attacks.

Size	Claw Damage
Up to Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	1d10

Draconic Template: At 5th level, you gain all the abilities of the draconic creature template (see page 74) that you have not already gained as dragon devotee class features—except that you do not apply the template's level adjustment. Specifically, you gain the dragonblood subtype in addition to any subtype you might already have. You also gain darkvision out to 60 feet, low-light vision, and a +2 bonus on Intimidate checks and Spot checks.

Playing a Dragon Devotee

You admire dragons for their puissance and power, feeling an inexplicable link to them. Because you are interested in delving into the mysteries of dragonhood, you decide to pursue the life of a dragon devotee to explore that link and awaken the heritage within you.

You love to speak Draconic and to talk about dragons with others who likewise admire this most noble of creatures. Most dragon devotees feel drawn to like-minded individuals. They want to share their knowledge of and interest in dragons with others. Indeed, as a dragon devotee changes physically and mentally to become more like a dragon, he wants to share this experience with those who can appreciate his growth and development.

If the opportunity to interact with a dragon arises, you're the first to take it. While you would prefer to converse peacefully with a dragon, you're not afraid to pit your own fighting prowess against one if diplomacy isn't an option. To one as devoted to them as you are, dragons are the ultimate friend or the ultimate foe.

Combat

Dragon devotees generally use the fighting techniques they mastered before joining the prestige class. The new abilities they gain from advancing in the class complement their old ones and expand their options.

If you were a fighter or some other martial character before taking up this class, you'll find that the additional Constitution and Strength the class provides makes up for the lower base attack bonus. The spellcasting ability gained at 3rd and 5th levels provides

greater autonomy and more options. Even if you're at your best in melee combat, you might still appreciate being able to use spells such as *enlarge person* or *expeditious retreat* to make yourself more capable (or more elusive) on the battlefield.

If you were a rogue or a similar kind of character before being attracted to the dragon devotee class, you might continue to improve your sneak attack ability (or a similar class feature), or you might benefit more from selecting bonus feats that enhance your stealth-based approach, such as Improved Feint. For spells, good selections are weaponlike spells (see the sidebar) that allow you to add your sneak attack damage after a successful touch attack, such as *ray of frost* or *shocking grasp*.

If you came into the class as a sorcerer, you still use spells as your primary combat focus. You end up trading some spellcasting ability for a better Charisma score, which improves your spells' save DCs and gives you one or more additional bonus spells. The boost you receive in Strength and Constitution improves your chance of surviving close combat when you can't avoid it.

Illus. by B. Hagan

Braxon, a dragon devotee

Advancement

A dragon devotee must have a strong initial interest in dragons. Either through culture or through training, you have acquired the ability to speak Draconic, and you know something about arcane matters. In addition, you must have a moderate level of combat prowess (represented by the base attack bonus entry requirement).

Becoming a dragon devotee and honing one's skills are not structured, formal events. While at its core the class simply allows you to become more dragonlike, it also offers opportunities to gain bonus feats or increase sneak attack damage. All of these aspects contribute to simultaneously improving the skills you had when entering the dragon devotee prestige class while enhancing your "inner dragon."

If you choose to pursue the dragon devotee class to the end, your character receives the draconic template. Alternatively, learning more about dragons might entice you to enter the dragon disciple prestige class (*DMG* 183). After attaining 3rd level in the dragon devotee prestige class, you'll likely have what you need to join (assuming you have built up your ranks in Knowledge [arcana]). The dragon disciple prestige class offers you the opportunity to transform into a half-dragon. Many dragon devotees feel the allure of this option. If you have chosen to create in yourself an even closer tie to dragons, the dragon devotee class might be just a beginning, preparing you for better things.

Resources

Although dragon devotees have no regular organization, they do have shared interests with other devotees, dragon disciples, and dragonheart mages (see page 88). Individuals who hold a similar interest in dragons, such as these, are often very friendly toward others who share their passion. The support of those others might be as limited as being eager to share reminiscences or as expansive as volunteering to team up for dragon-related activities such as a diplomatic foray or a hunt.

WEAPONLIKE SPELLS

A weaponlike spell, simply put, is any spell that requires an attack roll to affect a target and that deals damage (lethal, nonlethal, ability damage, or ability drain) if the attack roll succeeds. (The concept is discussed in full in *Complete Arcane,* starting on page 85.)

In all relevant respects, an attack with a weaponlike spell functions like an attack with a natural weapon or a manufactured weapon. It threatens a critical hit on a roll of 20 and deals double damage on a critical hit (unless a spell's description indicates otherwise). It can be used to make a sneak attack—a fact that is critically important to many dragon devotees. As a general rule, if a sneak attack with a weaponlike spell succeeds, the extra damage dealt is of the same type as the damage normally dealt by the spell.

For instance, consider a 7th-level rogue/3rd-level dragon devotee who chose to improve his sneak attack ability at 2nd level in the prestige class and who selected *chill touch* as one of his sorcerer spells known when he attained 3rd level as a devotee. If he succeeds on a melee touch attack after casting the spell and is in a position to make a sneak attack on his target, the attack deals a total of 6d6 points of negative energy damage and, if his target fails its save, 1 point of Strength damage.

DRAGON DEVOTEES IN THE WORLD

"The one you're looking for is over there, at the bar. I'll bet you five gold pieces that if you say the word 'dragon' loudly, he'll be over here before you can finish counting out my winnings."

—Lidda

The dragon devotee class is a great way for a character to become a bit more dragonlike. It also provides an effective way for members of many classes to meet the requirements for the dragon disciple prestige class.

Organization

Dragon devotees have much in common with dragon disciples and dragonheart mages. Although no specific organization caters to these individuals, they find great solace and enjoyment in speaking with others who share their devotion to dragons. Their common interests sometimes lead them to the same places. Dragon devotees wind up meeting together at dragon-focused events or in dragon-inhabited areas.

Quite a few dragon devotees take their admiration and imitation of dragons so seriously that they decide to worship one of the dragon deities. In such cases, a church or shrine dedicated to the deity serves as a meeting place for those devoted worshipers.

NPC Reactions

The increased Charisma that characters gain upon entering the dragon devotee class means they have a good chance of being more likable than the average individual. NPCs who meet the character for the first time will have a starting attitude of friendly, at least so long as the dragon devotee character does not manifest any blatantly draconic features in his appearance. Such an abnormal appearance reduces the default starting attitude to indifferent.

Dragon devotees are rare, and they have no organized presence in the world. Because of this, each dragon devotee influences the NPCs around him without regard to his chosen profession. The exceptions to this rule are those dragon devotees who have sought out and acquired the company of dragons. A character traveling with or serving dragons can expect a reaction ranging from hostile to helpful, depending on the type of dragon he serves. Following a black dragon will cause individuals in the surrounding area to hate and fear you, while serving a silver dragon will invite the admiration and envy of any locals you might meet.

Most dragons enjoy the attention that a dragon devotee lavishes on them, because such attention feeds their vanity. Dragons will greet a dragon devotee with a starting attitude of indifferent, rather than unfriendly or hostile, as can be their wont.

DRAGON DEVOTEE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research dragon devotees to learn more about them. When a character makes a bardic knowledge check or a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some individuals find dragons so fascinating that they try to become more like them. These creatures call themselves dragon devotees.

DC 15: Rogues and fighters who become dragon devotees manage to maintain most of their key abilities while making themselves more dragonlike.

DC 20: Dragon devotees become draconic creatures in the end, though some are not satisfied with this transformation and follow a different path to seek even greater draconic power.

Player characters trying to locate a dragon devotee should make a DC 20 Gather Information check to discover the location of and the method for contacting one. Characters who make this check in a settlement located within 10 miles of a dragon's lair get a +2 circumstance bonus on their check.

DRAGON DEVOTEES IN THE GAME

Dragon devotee player characters and NPCs are easy to work into an ongoing game. As long as your campaign has dragons, it's natural to find characters and creatures dedicated to becoming more like them. A player character need not pursue the life of a dragon devotee. It's a fine class to dabble in, but need not be pursued to its conclusion. It's designed to enable a character who doesn't have spontaneous spellcasting ability to meet the requirements of the dragon disciple prestige class after only a couple of levels. Sorcerers or bards might find the Charisma increase attractive enough to give up some of their spellcasting ability (in terms of caster level).

If one or more player characters in the game are dragon devotees, you should provide them with some chances to focus on their dragon-inspired abilities: opportunities to speak Draconic, encounters with adversarial or friendly dragon, a book about dragons in a treasure hoard, armor made from dragonhide, or even just occasionally meeting another dragon devotee or dragon disciple.

Adaptation

The dragon devotee is a very versatile class that should appeal to a wide spectrum of characters. Its focus on dragons is broad and should fit into any campaign with little or no customization.

The dragon devotee fills a gap that exists between the dragon disciple prestige class and characters such as fighters and rogues who might find that class attractive. In addition, the class provides a way for a character to add a template gradually instead of in one fell swoop.

Sample Encounter

Because dragon devotees are fascinated by dragons, player characters are most apt to encounter one in conjunction with a dragon encounter or story arc. If the PCs are acting in support of a dragon, the encounter is almost certain to be amicable. If the PCs are hunting a dragon or its lair, the dragon devotee's reaction is much less predictable. Much depends upon the alignment of the dragon and the alignment of the devotee.

EL 7: Braxon is a human dragon devotee who originally trained as a fighter. About a year ago, he was part of a group of adventurers who tried to raid an adult green dragon's lair and failed. The dragon, Kallionastiryne, gave each of the intruders the option of pledging loyalty to him and serving him. Braxon was the only one to do so.

Kallionastiryne killed the others and let the fighter live. For the past year, Braxon has been serving him and adopting more and more of the dragon lifestyle as a dragon devotee. He is currently escorting one of Kallionastiryne's children, a young green dragon named Ottwarslyndanox, to visit her father. He did not care about dragons or dragonkind in general when he first came into Kallionastiryne's service, but he is becoming more interested as he learns more about dragons through his service. He feels duty bound to serve Kallionastiryne and does his best to protect his ward.

Braxon **CR 6**

Male human fighter 5/dragon devotee 1
LE Medium humanoid
Init +1; **Senses** Listen +1, Spot +1
Languages Common, Draconic

AC 20, touch 11, flat-footed 19
hp 42 (6 HD)
Fort +9, **Ref** +3, **Will** +5

Speed 20 ft. (4 squares)
Melee +1 *bastard sword* +10 (1d10+6/19–20) or
Ranged mwk composite longbow +7 (1d8+6)
Base Atk +5; **Grp** +8
Combat Gear *potion of cure light wounds*

Abilities Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 10
Feats Exotic Weapon Proficiency (bastard sword)[B], Iron Will, Weapon Focus (bastard sword), Weapon Focus (longbow)[B], Weapon Specialization (bastard sword), Weapon Specialization (longbow)[B]
Skills Climb +5, Jump –1, Knowledge (arcana) +1, Speak Language (Draconic)

Possessions combat gear plus *+1 full plate, +1 bastard sword,* masterwork composite longbow (+3 Str bonus) with 20 arrows

Ottwarslyndanox **CR 5**

Female young green dragon
LE Medium dragon
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +12, Spot +15
Languages Draconic, Common

AC 20, touch 10, flat-footed 20
hp 93 (11 HD)
Immune acid, sleep, paralysis
Fort +9, **Ref** +7, **Will** +8

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.; Flyby Attack, Wingover
Melee bite +14 (1d8+3) and
2 claws +9 (1d6+1) and
2 wings +9 (1d4+1)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +14
Atk Options Power Attack
Special Actions Heighten Breath*, breath weapon
*see *Draconomicon*, page 70

Abilities Str 17, Dex 10, Con 15, Int 12, Wis 13, Cha 12
SQ water breathing
Feats Flyby Attack, Heighten Breath, Power Attack, Wingover
Skills Appraise +4, Bluff +6, Diplomacy +11, Intimidate +17, Knowledge (nature) +6, Listen +12, Search +15, Sense Motive +15, Spot +15, Swim +21

Breath Weapon (Su) 30-ft. cone, 6d6 acid, Reflex DC 17 half (or higher, if heightened)

Hook Lets Braxon take the lead against any dangers, then follows up behind with her breath weapon. Only uses physical attacks if the situation proves dire.

DRAGONHEART MAGE

"Claws and teeth are all very well if fighting is what you like, but my dragon blood has more practical uses."
— Wedlen Mooncaller, dragonheart mage

Some arcane spellcasters are fascinated both by the dragon's hardy physical nature as well as the dragon's spellcasting ability. The dragonheart mage is perfect for the dedicated spellcaster who wishes to embrace the power of dragon blood while still advancing in magical expertise.

BECOMING A DRAGONHEART MAGE

This prestige class is available only to those who can demonstrate draconic heritage. Most dragonheart mages are sorcerers, who ascribe their magical ability to a dragon ancestor, and this class enhances the ability to cast sorcerous magic. Multiclass sorcerer/bards might also find the dragonheart mage interesting, since it helps build on their already impressive Charisma-based abilities. Kobolds are drawn to the class, which offers greater physical strength as well as improved spellcasting. Mere dabblers in arcane magic are less likely to become dragonheart mages.

Entry Requirements

Spellcasting: Ability to spontaneously cast arcane spells.
Skills: Knowledge (arcana) 8 ranks.
Feats: Draconic Heritage*.
Languages: Draconic.
*New feat described on page 102.

CLASS FEATURES

As you advance in this class, you cultivate your draconic heritage by developing a breath weapon and gaining draconic feats, at the cost of a couple of levels' worth of spellcasting ability.

Draconic Breath (Su): At 1st level, you gain the Draconic Breath feat. As a dragonheart mage, you realize some additional benefits from taking this feat. As stated in the feat description on page 102, you can use a standard action to change arcane spell energy into a breath weapon that deals 2d6 points of damage per level of the spell that you expend. As you gain levels in this prestige class, however, the amount of damage you can deal increases.

At 6th level, your breath weapon deals 2d8 points of damage per level of the spell you give up.

At 10th level, your breath weapon deals 3d6 points of damage per level of the spell you give up.

Spellcasting: At each level except 1st and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a dragonheart mage, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Draconic Feat: At 2nd, 4th, and 8th level, you gain a bonus draconic feat. Choose any draconic feat for which you meet the prerequisite, as given on page 99.

PLAYING A DRAGONHEART MAGE

As a dragonheart mage, you acquire a few draconic powers while accepting a slower spellcasting progression. You do not become a draconic creature or a half-dragon, as dragon devotees and dragon disciples do, but you also have more freedom to choose which expressions of draconic power you wish to take on.

Combat

You are tougher than the average arcane spellcaster, but you are still not a front-line combatant by any means. Your strengths lie in taking advantage of your draconic abilities while assisting your party's combatants with your breath weapon. Your best role in combat is to exploit your Draconic Breath feat to its fullest while backing it up with spellcasting.

Once you reach 2nd level, you begin to acquire additional draconic abilities in the form of draconic feats. Depending on the feats you choose, you could improve your Armor Class, hit points, resistances, or other characteristics that would enhance your survivability in combat.

Advancement

You likely started down this path because you were fascinated by the innate power of dragons. You might have been tempted at first by the dragon disciple class, until you realized that it was more combat-oriented than you desire and would require you to give up too much of your spellcasting advancement. For you, the transformation to a half-dragon is less important than waking the magical power of a draconic heritage.

You are driven by a thirst for knowledge of all things draconic, and as you advance in power, you are able to face more and more dangerous challenges to find it. You might seek out and explore lairs of dragons long dead or speak to those who live there yet. In this search, you might receive commissions from arcane spellcasters who are of a less exploratory bent but seek unusual materials or bits of lore. You can increase your own experience in this way as well as gain monetary rewards.

DRAGONHEART MAGES IN THE WORLD

Dragonheart mages are the "adventuring archaeologists" of a fantasy setting. They are bolder about exploring uncharted territory than more scholarly magic specialists.

Organization

Dragonheart mages have no special organization; in fact, traditional magic establishments find them to be bizarre and difficult to manage. As a dragonheart mage, you are likely to be found in the lounge of an adventurer's association, spinning tales of your most recent exploits and eagerly seeking rumors of new mysteries to be unearthed.

Sometimes, just like an adventuring archaeologist, you might have to have a "real" job to hold body and soul together between outings. You might be a visiting lecturer at an academy of magic, for example, or you could spend time between adventures crafting magic items to finance the next expedition.

NPC Reactions

When you make the deliberate choice to become a hybrid of dragon and some other race, you provoke strong reactions, both negative and positive. Among those you meet for the first time, starting attitudes will be either friendly or unfriendly. Almost no one you meet will feel indifferent toward you, unless they are familiar with or have some degree of draconic heritage themselves.

Given the lack of specific organization held by dragonheart mages, you rarely enounter anyone who has heard

Table 5–5: The Dragonheart Mage **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Draconic Breath (2d6)	—
2nd	+1	+3	+0	+3	Draconic feat	+1 level of existing spellcasting class
3rd	+1	+3	+1	+3	—	+1 level of existing spellcasting class
4th	+2	+4	+1	+4	Draconic feat	+1 level of existing spellcasting class
5th	+2	+4	+1	+4	—	+1 level of existing spellcasting class
6th	+3	+5	+2	+5	Draconic Breath (2d8)	—
7th	+3	+5	+2	+5	—	+1 level of existing spellcasting class
8th	+4	+6	+2	+6	Draconic feat	+1 level of existing spellcasting class
9th	+4	+6	+3	+6	—	+1 level of existing spellcasting class
10th	+5	+7	+3	+7	Draconic Breath (3d6)	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Gather Information, Knowledge (all, taken individually), Listen, Speak Language, Search, Spellcraft, Spot.

of this particular course of study. Those who are aware of dragonheart mages, such as the individuals who staff and study at traditional schools and research centers of magic, have a starting attitude of unfriendly, given your unorthodox methods of achieving power.

DRAGONHEART MAGE LORE

Characters with the bardic knowledge ability or ranks in Knowledge (arcana) can research dragonheart mages to learn more about them. When a character makes a bardic knowledge check or a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some sorcerers claim their abilities stem from dragon blood and seek to awaken it.

DC 15: Certain sorcerers who unlock their draconic heritage actually gain dragonlike abilities. These individuals refer to themselves as dragonheart mages.

DC 20: Dragonheart mages are powerful spellcasters with draconic abilities. They are always searching for information about the origin and heritage of dragons.

Illus. by B. Hagan

Wedlen Mooncaller, a dragonheart mage

If a city has an adventurers' gathering place or meeting hall, a dragonheart mage can often be found therein (Gather Information DC 10). Having a dragon disciple in the party reduces the DC of this check by 5. Dragon disciples and dragonheart mages share similar motivations, even if they follow divergent paths

DRAGONHEART MAGES IN THE GAME

As a player character, you are a good choice for an adventuring party's arcane spellcaster. Unlike a half-dragon or even a dragon disciple, you don't have the powerful physique that might let you travel alone. In return, you can provide magical support to your companions that is almost the equal of a pure sorcerer's, while being able to defend yourself ably against enemies who focus on eliminating the spellcaster quickly.

An NPC dragonheart mage might well be a rival for a treasure or exploratory mission. Those who choose evil dragon varieties follow a path of greed or power lust, and they are likely to lead bands of lesser creatures in their service to pursue their ends rather than join a group of equals.

Adaptation

The idea of exploring a racial heritage to unlock some of its power can be extended to other types of creatures besides dragons. For example, a skum in service to an aboleth might learn to awaken some of the aboleth nature within itself, or an aasimar could try to get in touch with his celestial heritage.

As a DM, you could adapt the concept of the dragonheart mage (or the dragon disciple) to gradually confer some of the innate abilities of an ancestral creature type on the character progressing in the class. For example, the skum above would slowly acquire mind-affecting abilities that become more powerful with increasing level; gain the aquatic subtype; and perhaps develop aboleth slime. The aasimar could follow a path more like that of the dragon disciple, culminating in the half-celestial template.

Sample Encounter

Wedlen Mooncaller has a touch of dragon in her blood, and her ability with sorcery outshines many others of her kind. She has turned her magical talents and her encyclopedic knowledge to greedy pursuits. Now she is a rival of the PCs in the hunt for an ancient treasure, and she stops at nothing to eliminate the competition.

WEDLEN MOONCALLER **CR 12**

Female draconic gnome sorcerer 6/dragonheart mage 5
CN Small humanoid (dragonblood)
Init +3; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +11
Languages Common, Draconic, Giant, Gnome

AC 21, touch 19, flat-footed 18, +4 AC against giants
hp 59 (12 HD)
Resist +2 against illusions, +4 against sleep and paralysis, electricity 30
Fort +7, **Ref** +7, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 shock dagger* +6 (1d4+1 plus 1d6 electricity)
Melee: 2 claws +5 (1d2)
Base Atk +5; **Grp** +1
Atk Options +1 on attack rolls against kobolds and goblinoids
Special Actions breath weapon
Combat Gear *wand of magic missile* (41 charges, CL 9th), 3 *potions of cure moderate wounds*
Sorcerer Spells Known (CL 10th):
5th (4/day)—*manifest dragon heritage**

4th (6/day)—*dimension door, tail sweep**
3rd (7/day)—*dispel magic, fly, haste*
2nd (7/day)—*cat's grace, mirror image, web, wings of cover**
1st (8/day)—*mage armor*†, *magic missile, shield, tail of opportunity**, *true strike*
0 (6/day)—*acid splash, arcane mark, detect magic, flare, mage hand, light, message, read magic, open/close*

†Already cast
*New spell described in Chapter 7

Spell-Like Abilities (CL 1st):
1/day—*dancing lights, ghost sound* (DC 16), *prestidigitation, speak with animals* (burrowing mammal only, duration 1 minute)

Abilities Str 10, Dex 16, Con 12, Int 14, Wis 12, Cha 20
Feats Craft Wand, Draconic Heritage (bronze), Great Fortitude, Draconic Toughness, Draconic Resistance[B], Draconic Skin[B]
Skills Bluff +13, Concentration +9, Gather Information +10, Intimidate +7, Knowledge (arcana) +10, Listen +9, Spellcraft +10, Spot +11

Possessions combat gear plus *ring of protection +1, +1 shock dagger, gloves of Dexterity +2, cloak of Charisma +2, hat of disguise*

Breath Weapon (Su) 60-ft. line, 1/round, 2d6 electricity per level of spell lost, Reflex (DC 15 + level of spell lost) half

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Hook uses sneaky moves to get what she wants, often attacking party after weakened by encounters

SINGER OF CONCORDANCE

"The love of Io nourishes all his children."
—Adetherin Forzenda, Singer of Concordance

The Singers of Concordance are a small order of wandering draconic spiritual guides who begin as servitors of Io, the Ninefold Dragon, creator of all dragonkind. Their mission is to bring peace and comfort to Io's scattered children, especially the often isolated half-dragons and draconic creatures. They are more than simple preachers and healers, however—they have been entrusted by the father of dragons with the task of protecting the Spheres of Concordance that he created to ease his children's pain.

BECOMING A SINGER OF CONCORDANCE

Almost all members of this class are dragon-descended (half-dragons and draconic creatures), whose life apart from "normal" society prepares them to undertake their wandering ministry. The ability to cast divine magic is a requirement of the class, and its dedication to Io means that most entrants are clerics who worship that draconic deity. True dragons with the ability to cast divine spells as arcane spells could enter the class, but not many do. Sometimes a newly christened Singer has a varied background with a mix of experience, of which divine spellcasting forms only a part.

Entry Requirements

Subtype: Dragonblood.
Spellcasting: Ability to cast 3rd-level divine spells.
Skills: Knowledge (religion) 8 ranks.
Deity: Io.

CLASS FEATURES

The higher you rise in this class, the closer becomes your connection to the great spheres created by Io.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a Singer of Concordance, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Aspect of Peace (Su): Upon entering this class, you attune yourself to the great Song of Io and to one Sphere of Concordance that is sustained by Io's song. In so doing, you draw that sphere's aspect of peace spiritually closer to you and the reality you inhabit. This effect is always active while you are conscious (and the effect moves with you), but not if you are unconscious or dead. It grants you immunity to the first compulsion effect (magical or otherwise) that would otherwise affect you each day, and for the remainder of the day grants you a +4 morale bonus on saving throws to resist further compulsion

Table 5–6: The Singer of Concordance **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Aspect of peace	+1 level of existing spellcasting class
2nd	+1	+0	+3	+3	Bonus domain	+1 level of existing spellcasting class
3rd	+1	+1	+3	+3	Aspect of refuge	+1 level of existing spellcasting class
4th	+2	+1	+4	+4	—	+1 level of existing spellcasting class
5th	+2	+1	+4	+4	*Aspect of exclusion* 1/day	+1 level of existing spellcasting class
6th	+3	+2	+5	+5	Aspect of healing	+1 level of existing spellcasting class
7th	+3	+2	+5	+5	—	+1 level of existing spellcasting class
8th	+4	+2	+6	+6	*Aspect of exclusion* 2/day	+1 level of existing spellcasting class
9th	+4	+3	+6	+6	Aspect of safety 1/day	+1 level of existing spellcasting class
10th	+5	+3	+7	+7	*Sphere of Concordance*	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Diplomacy, Heal, Knowledge (arcana), Knowledge (the planes), Knowledge (religion), Profession (any), Sense Motive, Spellcraft, Survival

effects. Each ally within 10 feet of you at any time during the day feels a reflection of the Sphere of Concordance's aspect of peace and gains a +4 morale bonus on saving throws against compulsion effects.

As you gain levels as a Singer of Concordance, you gain the ability to call up additional aspects of a Sphere of Concordance. As this occurs, you can enjoy multiple aspects operating simultaneously, without conflict. In fact, the more aspects called into existence, the closer you draw to your chosen Sphere of Concordance .

Bonus Domain: At 2nd level, you gain access to an additional cleric domain from the following list of domains: Dragon*, Healing, Knowledge, Magic, Strength, Travel, or Wealth. You gain the granted power associated with the domain you choose, and you can select the spells in that domain as your daily domain spells.

*Domain described in *Draconomicon*, page 107.

Aspect of Refuge (Su): At 3rd level, you increase your attunement to your sphere, allowing you to call upon its aspect of refuge. You can call up this effect as a standard action, and dismiss it as a swift action (see page 122) or as a free action made in conjunction with attacking any other creature (automatic dismissal), or by moving more than 20 feet from where you first called up the aspect of refuge.

All creatures within 20 feet of you that attempt to strike or otherwise target any other creature, even with a spell, must attempt a Will save (DC 10 + 1/2 your character level + your Wis modifier). If the save succeeds, the creature can attack normally and is not affected. If the save fails, the creature can't follow through with the attack. That part of its action is lost, and it can't directly attack another creature while it remains within the refuge. Creatures that do not attempt to target another creature with an attack or other effect remain unaffected.

The refuge does not prevent creatures within 20 feet of you from being attacked or affected by area or effect spells, or from other attacks launched from farther away. You can use nonattack spells or otherwise act within the refuge without dismissing it. For instance, you could heal wounds, cast a *bless* spell, perform an *augury*, or summon creatures.

Aspect of Exclusion (Sp): At 5th level, you further increase your attunement to your sphere, allowing you to call upon its aspect of *exclusion* once per day for a period of up to 1 round per caster level. You can call up this effect as a standard action, and dismiss it as a swift action or by moving more than 10 feet from where you first called up the aspect of exclusion.

The *aspect of exclusion* appears as an immobile, faintly shimmering sphere that surrounds you and all creatures within 10 feet of you. This aspect prevents all spell effects of 4th level or lower from entering the sphere. This effect is otherwise identical to *globe of invulnerability* (and is considered a 6th-level spell effect).

After reaching 8th level, you can use this ability twice per day.

Aspect of Healing (Su): At 6th level, you become able to call upon your sphere's aspect of healing. This aspect is always active while you are conscious (and the effect moves with you), but not if you are unconscious or dead. Any healing performed within 10 feet of you (and any healing you initiate) cures an additional 1d8 points.

SPHERES OF CONCORDANCE

The great dragon deity Io created these retreats among the planes so that his children could find rest, with the Singers of Concordance as their guides.

When a character enters the Singer of Concordance class and chooses a Sphere of Concordance from which to draw off aspects, that Sphere becomes linked to him. Other entrants into the class thereafter choose other spheres.

A Sphere of Concordance is a demiplane, roughly 500 feet across, with the following traits.

- Normal gravity.
- Minor positive-dominant.
- Divinely morphic. Io or his emissaries can prevent the entrance of nondraconic creatures, or expel any creatures that commit violence within the demiplane.
- Mildly neutral-aligned.
- Enhanced Magic. Spells and spell-like abilities that use positive energy, including *cure* spells, and spells from the Community*, Creation*, Healing, and Protection domains, are empowered (as if the Empower Spell feat had been applied to them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered are unaffected by this benefit.

  *Domains described in *Complete Divine,* pages 137–138.
- Impeded Magic. Spells and spell-like abilities that use negative energy, including *inflict* spells, and spells from the Death, Destruction, and Madness* domains are impeded.

  *Domain described in *Complete Divine,* page 139.
- Creatures within a Sphere of Concordance are always subject to the aspects of peace, refuge, healing, *exclusion,* and safety, as defined and described in the Singer of Concordance prestige class entry.

The environment within a Sphere of Concordance is pleasant, with mild temperatures and a normal atmosphere. The sphere is filled with beautiful images, precious works of art, glittering gold, and shining gems for the enjoyment and appreciation of its draconic sojourners. Because the demiplane is positive-dominant, the colors, scents, and other sensations provoked by these features are greatly heightened. However, they are bonded with the demiplane: Any attempt to remove riches from this place causes the material to revert to the raw essence of creation, vanishing instantly. (The essence returns to the demiplane and is then reshaped.)

Being a demiplane, a Sphere of Concordance is not easily accessible with *plane shift* or other means of planar travel. Attempts to reach a sphere without guidance or prior knowledge (or the Singer of Concordance 10th-level class feature) result in the traveler arriving on a random Outer Plane. Creatures that enter a Sphere of Concordance that is already linked to another Singer of Concordance are considered undesignated (unless they have been previously designated by the other Singer), and thus are adversely affected by the sphere's aspect of safety.

Undead within 10 feet of you that are dealt damage by a *cure* spell take an additional 1d8 points of damage.

Aspect of Safety (Su): At 9th level, you can call upon your sphere's aspect of safety once per day for a period of up to 1 minute per caster level. You can call up the effect as a standard action, and dismiss it as a swift action or by moving more than 10 feet from where you first called up the aspect of safety.

The area within the 10-foot-radius sphere surrounding you is impervious to planar travel of any sort, except if such travel is initiated by you. The effect also deals 6d6 points of damage to creatures that attempt to enter it other than those you designate. A Will save (DC 10 + 1/2 your character level + your Wis modifier) halves the damage dealt. An undesignated creature within the sphere takes no further damage beyond the initial 6d6 points, unless it exits and then attempts to reenter.

Sphere of Concordance (Sp): At 10th level, you perfect your unison with the great Song. You gain the ability to transport you and up to eight willing companions to and from a particular Sphere of Concordance at will. This effect is considered a 7th-level spell effect.

See the sidebar for a description of the environment found within a Sphere of Concordance.

Adetherin Forzenda, a Singer of Concordance

PLAYING A SINGER OF CONCORDANCE

A Singer of Concordance is an individual at once alone and interconnected with the world. As you travel and minister to the dragon-descended, you might serve as a wandering mendicant, head up a caravan or a traveling encampment, or adventure side by side with trusted companions (who might themselves have have descended from dragons).

Combat

As a Singer of Concordance, you are not a violent individual. Sometimes, however, combat is necessary to preserve your own life or that of your companions. Yours is not a front-line role, but rather one of support and rescue.

At lower levels, your abilities keep your allies calm in stressful situations and protect them against attacks. Since your spellcasting ability continues to advance, you eventually gain access to higher-level divine spells—including those that can hinder or harm opponents.

As you advance in level, you are able to extend more potent defenses around your allies. At the pinnacle of your power, you can make it nearly impossible for enemies to hurt your companions, or you can protect them utterly by transporting them to safety within a Sphere of Concordance.

Advancement

The worship of Io is not very formalized. Some dragons might have a simple shrine to the Ninefold Dragon in their lairs, usually in the form of a polished metal disk affixed to a wall. Among kobolds, Io's shrines are more standardized but are usually in the middle of a wild space. Clerics of the Concordant Dragon enter his worship through long journeys of self-discovery; often these are internal journeys of the soul.

The path to joining the Singers of Concordance always begins with seeking out (or, rarely, being approached by) a Singer and agreeing to perform services on behalf of the organization. Such missions usually involve assisting another Singer in fulfilling one of Io's assignments, such as "calm the fury of the red dragon in the Crags." While the Singer focuses on more difficult aspects of the task, the acolyte might help protect the common folk in the region or carry word of the holy mission to others who can assist. If you perform such duties satisfactorily, after a time you are inducted into the society in a ceremony that involves several days of invocations to Io and lengthy rituals, culminating in a journey with another Singer to a special Sphere of Concordance in which the Song of Io resounds eternally.

When you hear the great Song of Io reverberating within the sphere, you know you are in contact with the very thoughts of your creator—and you are forever changed. After you return from the sphere, you remain aware of the Song as a distant echo in your mind.

SINGERS OF CONCORDANCE IN THE WORLD

If you are a half-dragon or a draconic creature, it is likely that your early life was unhappy and filled with loneliness. The need to belong and to find meaning in existence drove you to Io's worship, and now that you have experienced the utter joy of the Song, you desire nothing so much as to bring that joy to your aching kindred.

Not many true dragons follow this path. On rare occasions, a dragon of one of the more sociable varieties (such as the silver dragon or the song dragon) might decide to bring word of Io's joy to others, but among other varieties a Singer is almost never found.

Illus. by E. Fiegenschuh

Most dragons simply have no need or desire to bring knowledge of Io to others. This class is usually a career path chosen by dragons of young adult to mature adult age, since a wyrm tends to be sluggish and less willing to leave its lair.

Among the lesser kin of dragonkind, especially kobolds, Singers demonstrate the sense of belonging that comes from knowing one's true heritage. A kobold adept leading a mining party, for example, might become a Singer to bring Io's peace to all the miners in the colony, or even to unite scattered colonies through the great Song.

This class is well suited to divine spellcasters, but it is also a good fit for characters with the ability to cast divine magic as arcane spells. Bards and even true dragons can thrive in this class, especially as their healing and support abilities grow. It's also an excellent pretext for adventuring, since you live to bring the knowledge of the Song to all of Io's creations. You might travel with a group of dragon-descended characters to minister to their souls as they seek their fortunes, or explore the marvels of the world while making its inhabitants happier.

Organization

The Singers of Concordance comprise a very loose organization. Only a small number of Singers exist, and very few of these have attained the pinnacle of their profession. Singers are widely scattered and do not often come into contact with one another, though sometimes an emergency requires them to gather. To combat the isolation that could result from such a far-flung group, they engage in regular updates to keep all the Singers informed of the status of the others, as well as their success in bringing the news of the Song.

In order to become a Singer of Concordance, a character must have proved himself capable through earlier service. Because of this, each singer is granted wide leeway in how to handle a situation. In the matter of admitting others to a Sphere of Concordance, however, not much variance is tolerated. These demiplanes are intended primarily for the children of Io. Although an emergency situation might require that those of nondragon ancestry enter one, the circumstances would have to be dire indeed.

The spheres are divinely morphic, and if Io judges a singer has used this ability too recklessly, he can hedge out those companions of a Singer who do not have draconic heritage. The first such use generally passes without comment, but repeatedly revealing the spheres to the nonblooded can result in the Singer being barred from the bliss of the Song.

NPC Reactions

Singers of Concordance bear a sort of isolated fame. To members of the general population, a Singer is little more than another wanderer. They have never heard of Io and have no wish to comfort or console dragonkind, and so they greet all Singers with a starting attitude of indifferent.

To those among their ministry, however, the Singers are both beloved and reviled, depending on an individual dragon's taste for spiritual comfort. Among dragons and the dragon-descended, starting attitudes vary from friendly to unfriendly, but are only rarely indifferent. No dragon or dragon-descended character who believes in Io will act in a hostile manner toward a Singer, no matter how unwelcome the individual may be, out of respect for the Ninefold Dragon.

The enemies of dragons are hostile to Singers of Concordance, and some even take pleasure in the misery they cause by killing a Singer. Beings who covet and envy the delights of a Sphere of Concordance are a great danger to Singers. They might either kill a priest out of spite, or capture and torment one in hopes of forcing him to take them to a sphere. No Singer has thus far consented to do so, becoming instead a martyr for Io if he or she dies during the ordeal.

SINGER OF CONCORDANCE LORE

Characters with the bardic knowledhe ability or ranks in Knowledge (arcana) can research dragonheart mages to learn more about them. When a character makes a bardic knowledge check or a skill check, read or paraphrase the following, including the information from lower DCs. Dragons and dragon-descended have a +4 racial bonus on this check.

DC 10: Io created all dragons and their kin. His priests travel the world ministering to the children of Io and bringing them inner peace.

DC 15: A small group of Io's clergy, called the Singers of Concordance, have secret knowledge that lets them perform wondrous acts of healing and protection.

DC 20: Io is said to have created marvelous retreats for heartsore and injured dragons, filled with every kind of beauty and wealth. The Singers of Concordance are in tune with these locations and draw on their powers to assist all dragonkind.

DC 30: Long ago, Io defeated Roknar, who coveted the riches within a Sphere of Concordance. Now these demiplanes of healing and rest are hidden from the knowledge of all but a few trusted priests, the Singers of Concordance.

A DC 20 Gather Information check allows a character to arrange a meeting with a Singer. Dragons and dragon-descended have a +4 racial bonus on this check.

SINGERS OF CONCORDANCE IN THE GAME

Player character Singers are a great asset to any adventuring party, thanks to their superior defensive and healing skills. They also help to smooth the path diplomatically when encountering dragons or members of draconic races, who universally receive these wandering priests with respect. Characters who prefer roles involving social interaction, diplomacy, and party support are well suited to the class. Having a shrine to Io in the region where the party adventures, one that is known and accessible to the dragon-descended characters, helps encourage clerics of the Ninefold Dragon and sets up the opportunity to enter the organization.

As NPCs, Singers of Concordance are a way to connect different groups of dragon kindred in the campaign world. They can bring news of happenings that might affect the party, and themselves be the sources of adventure. Perhaps a Singer needs assistance in helping dragonkind who are suffering injustice, or a party intent on plundering a hoard unexpectedly encounters a stern Singer who calls on them to stay their greedy hands.

Adaptation

If you wish to open up this prestige class to characters without draconic heritage, it makes a suitable choice for those who are intimately connected with dragons in some way, such as affiliated cultists of Io or dragon-friends (a prestige class in *Draconomicon*). Perhaps the more distantly related races, such as troglodytes and lizardfolk, have more draconic heritage in your campaign and could qualify for the prestige class. In general, though, rising in the worship of Io takes longer and is more difficult for those who are not of strong draconic heritage. The priests of Io set them even more strenuous tasks to prove their dedication before considering them as potential Singers.

Sample Encounter

Adetherin Forzenda grew up in a culture that valued family connections, in which each town consisted mainly of an extended clan of related individuals. His town lay at the foothills of a mountain range in which a gold dragon dwelled. The dragon would travel among the townsfolk in the guise of a simple merchant, and in this form he met the woman who became Adetherin's mother.

Though the relationship was loving, a strong cultural intolerance for marriage outside one's own people kept the "merchant" from remaining with his human mate. Adetherin's childhood was difficult since his non-human origins were obvious, but he was supported by his dedicated mother and his dragon father (who made secret visits when he could). When Adetherin came of age, he traveled into the mountains to learn more from his father. There he learned of Io and became determined to seek out others of his kind. He does not tolerate the raiding of dragon hoards—especially those of good dragons.

Adetherin Forzenda **CR 14**

Male half-gold dragon human cleric 5/Singer of Concordance 7
LG Medium dragon (augmented humanoid)
Init +0; **Senses** darkvision 60 ft., low-light vision; Spot +5, Listen +5
Aura sphere of peace, sphere of healing
Languages Common, Draconic, Dwarven

AC 26, touch 10, flat-footed 26
hp 86 (12 HD)
Immune fire, paralysis, sleep
Fort +11, **Ref** +10, **Will** +16

Speed 20 ft. (4 squares)
Melee *+1 morningstar* +10/+5 (1d8+4) and bite +4 (1d6+1) or
Melee bite +9 (1d6+3) and 2 claws +4 (1d4+1)
Base Atk +6; **Grp** +9
Special Actions breath weapon, turn undead 6/day (+5, 2d6+8, 5th), aspect of refuge, spontaneous casting (*cure* spells)
Combat Gear *staff of healing* (40 charges, CL 12th), scroll of *banishment*, scroll of *sunbeam, 2 potions of protection from energy (cold), wand of cure light wounds* (34 charges, CL 5th)
Cleric Spells Prepared (CL 12th):
6th—*blade barrier, greater dispel magic, stoneskin*[D]
5th—*greater command* (DC 20), *flame strike* (2), *spell resistance*[D], *true seeing*
4th—*dismissal* (DC 19), *divination*[D], *spell immunity* (2), *tongues*
3rd—*dispel magic*[D] (2), *fly, prayer, searing light* (+6 ranged touch), *summon monster III*
2nd—*align weapon, essence of the dragon** (2), *peaceful serenity of Io**, *resist energy*[D], *zone of truth* (DC 17)
1st—*bless* (2), *deathwatch*, *magic fang*[D], *entropic shield, shield of faith* (2), *protection from evil*
0—*detect magic, guidance, read magic, resistance* (3)
*New spell described in Chapter 7
D: Domain spell. Deity: Io. Domains: Dragon*, Knowledge, Magic.
*Domain described in *Draconomicon,* page 107
Spell-Like Abilities (CL 12th):
1/day—*sphere of exclusion*

Abilities Str 16, Dex 10, Con 16, Int 14, Wis 20, Cha 17
Feats Combat Casting, Craft Staff, Lightning Reflexes, Maximize Spell, Scribe Scroll, Versatile Spellcaster*
*New feat described on page 101
Skills Concentration +13 (+17 casting defensively), Diplomacy +20, Heal +19, Knowledge (arcana) +12, Knowledge (religion) +17, Sense Motive +15, Spellcraft +14

Possessions combat gear plus *+2 glamered full plate, +1 morningstar, periapt of Wisdom +4, cloak of resistance +2,* diamond dust worth 500 gp, 2 applications of eye ointment (250 gp each)

Breath Weapon (Su) 1/day, 30-ft. cone, 6d8 fire, Reflex DC 13 half.
Sphere of Peace (Su) Immune to first compulsion effect of the day; thereafter Adetherin and each ally within 10 feet gain a +4 morale bonus on saving throws against compulsion effects.
Sphere of Refuge (Su) All creatures within 20 feet of Adetherin must make a DC 21 Will save or be unable to directly attack another creature. Takes a standard action to call up the effect.
Sphere of Exclusion (Sp) Adetherin can call up an effect similar to *globe of invulnerability* 1/day as a standard action. Affects himself and all allies within 10 feet.
Sphere of Healing (Su) All healing within 10 feet of Adetherin restores an additional 1d8 hit points.

Shrine to Io

This map depicts a shrine to Io that has been founded in the petrified rib cage of an immense great wyrm gold dragon's corpse. When the end finally came for that great dragon, its bones literally became part of the landscape. Now, itinerant dragons and their kin stop to pay respects to Io and to leave a small contribution to the shrine. A Singer of Concordance is usually present to defend the holy place.

Entrance

The fossilized skeleton is partially buried in the surrounding sedimentary rock, so that the rib cage and the front of the skull protrude somewhat but the head and neck are completely underground. The entrance to the shrine is through the gaping jaws of the enormous skull. Tokens of Io's worship (metallic disks of different colors) are hung from the great fangs, and a path of glittering coins is marked down the center of the gullet.

As the dragon's flesh decayed, a hollow tunnel was left through the neck area. The path, studded with glimpses of vertebrae, continues through the sinuous corridor to the rib cage.

Shrine

The shrine itself resembles a cathedral, formed by the natural vault of the rib cage. It is more than 50 feet long, and the sky is visible between the massive bones. These openings fill the shrine with a waxy yellow light during the day and allow moonlight (when it is present) to silver the space at night.

In the center of the space is a metallic disk inlaid in the rock floor. This forms the worship area and is also the repository of the Sacred Hoard, which consists of offerings made by worshipers. Over the millennia, this hoard has become an impressive heap of coins, gems, and other valuable objects. Such wealth is irresistible to temple thieves, so the shrine is always guarded physically by the clergy of Io as well as by magic wards and traps. (The DM should place appropriate obstacles along the way inside the tunnel that leads to the hoard.) In addition, a descendant of the long-dead gold dragon has her lair nearby and keeps a watchful eye out against desecration of her ancestor's remains.

Illus. by R. Horsley

Dragonblood characters differ from other races in their particularly potent heritage and the abilities gained thereby. They are often able to tap into their heritage and become much more dragonlike through feats and substitution levels.

SKILLS

Dragons and many of their kin are creatures of high intellect, with the capacity to learn many skills. They have particular affinity for skills based on Charisma. Unique among the dragonblood races, kobolds have a knack for mining and trapmaking.

CRAFT (INT)

The crafting talents of kobolds run toward mining and trapmaking. However, they have also made, or at least claim to be responsible for, many alchemical advances. Bitterleaf oil is used throughout kobold society to keep everyone's scales shiny. Some kobold communities use fire beetle lamps, while sundark goggles are standard issue for those engaging in daytime raids on the surface. Ditherbombs represent an inexact advance in the science of demolitions, but the kobolds see them as a huge step in both mining and defense.

These items are described in Chapter 8: Equipment.

Item	Craft (alchemy) DC
Bitterleaf oil	15
Ditherbomb, weak	15*
Ditherbomb, strong	20*
Ditherbomb, wyrm	25*
Fire beetle lamp	10
Sundark goggles	15

*You can't take 10 on a Craft (alchemy) check made to create a ditherbomb.

Try Again: In addition to the normal parameters of the Craft skill, if you fail a Craft (alchemy) check to create a ditherbomb by 5 or more, the partially created ditherbomb explodes, dealing damage as if it were a completed ditherbomb. The explosion destroys the alchemical lab being used for the ditherbomb's creation.

HANDLE ANIMAL (CHA; TRAINED ONLY)

You can use Handle Animal to handle, train, and rear draconic animals, but since such creatures are magical beasts, you take a –4 penalty on the check to do so. Animals and magical beasts with the half-dragon template can't normally be affected with this skill. For such creatures, see the Dragon Trainer feat, page 98.

PROFESSION (WIS)

The most common profession among kobolds is mining. Mining work involves digging, removing dirt, and building supports.

Check: A Profession (miner) check can be used to indicate the progress of mining or digging operations. Excavation is represented as a fixed number of 5-foot cubes per miner, based on the Profession (miner) check result of the lead worker (but not of the overseer—see Special). Even a pair of unskilled miners can remove a 5-foot cube of stone with 8 hours of labor, while reasonably talented workers can remove twice or even three times as much.

Check Result	Daily Progress*
10	1/2
15	1
20	2
+5	+1

*In 5-foot cubes. Double this value for each size category above Medium; halve it for each size category below Medium

Two Medium miners can work together on a single 5-foot cube, with one using the aid another action to assist the other's check. Only a single Large or larger miner can work on any given 5-foot cube. Up to four Small or smaller miners can work together on the same 5-foot cube, with as many as three miners using the aid another action to assist the lead miner's check. Kobolds are an exception to this rule (see Special, below).

The table above assumes the miners are digging through sedimentary rock, such as limestone, sandstone, or shale. Other substances apply a modifier on the check, as shown on the following table.

Substance	Check Modifier
Gravel or sand	+10
Dirt, loose	+5
Clay or silt	+2
Dirt, packed or frozen	+2
Igneous rock (granite, pumice, obsidian)	–5
Metamorphic rock (marble, quartz, slate)	–10

Special: Kobolds mine more efficiently than other Small creatures. Treat them as Medium creatures for determining their daily progress, but as Small creatures when determining how many kobolds can work on a given 5-foot cube.

A weak ditherbomb (see page 122) used in conjunction with a Profession (miner) check grants a +2 alchemical bonus on the check. A strong ditherbomb grants a +4 alchemical bonus, while a wyrm ditherbomb grants a +6 bonus. Using more than one ditherbomb doesn't add to this bonus.

Action: Not applicable. A single check represents 8 hours of work.

FEATS

The diversity of dragon-descended creatures allows them to draw on a wide variety of innate talents to enhance their performance, whether in combat, spellcasting, or some other area. A dragon-descended creature might also be able to qualify for some of the monstrous feats described in Chapter 2 of *Draconomicon*.

Many general feats are appropriate for dragonblood characters, either because of a racial prerequisite or because the feats rely to some extent on sorcerer or other dragon-related characteristics. A selection of new general feats is presented below.

ACCELERATE METAMAGIC

You can apply a selected metamagic feat to your spells more quickly than normal.

Prerequisites: Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells.

Benefit: Choose a metamagic feat you know. You can apply the selected metamagic feat to any spontaneously cast spell without increasing the casting time.

Normal: Without this feat, metamagic spells with a normal casting time of 1 standard action take a full-round action for spontaneous casters. Metamagic spells with a casting time of longer than 1 standard action take spontaneous casters an extra full-round action to cast.

Special: You can gain Accelerate Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

DRAGON BREATH

You can use your breath weapon as often as a normal dragon.

Prerequisites: Half-dragon, 6 HD, breath weapon.

Benefit: You can use your breath weapon every 1d4 rounds.

Normal: A half-dragon's breath weapon can only be used once per day.

DRAGON TAIL

Your draconic ancestry manifests as a muscular tail you can use in combat.

Prerequisites: Dragonblood subtype, 1st level only.

Benefit: You have a tail that you can use to make a secondary natural attack in combat. This attack deals bludgeoning damage according to your size, as shown on the table below. If you already have a tail slap attack when you take this feat, use the value from the table or your existing damage value, whichever is greater.

Size	Tail Slap Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special: Unlike most feats, this feat must be taken at 1st level, during character creation.

DRAGON TRAINER

Your draconic nature gives you special insight into training dragons and draconic creatures.

Table 6–3: New Feats

General Feats	Prerequisites	Benefits
Accelerate Metamagic	Dragonblood subtype, Spellcraft 4 ranks, any metamagic feat, ability to spontaneously cast 1st-level spells	Apply selected metamagic feat to spells more quickly than normal
Dragon Breath	Half-dragon, 6 HD, breath weapon	Use breath weapon every 1d4 rounds
Dragon Tail	Dragonblood subtype, 1st level only	Gain a tail and tail attack
Dragon Trainer	Dragonblood subtype, Handle Animal 4 ranks, Speak Language (Draconic)	Train dragons and draconic creatures
Dragon Wings	Dragonblood subtype, 1st level only	+10 bonus on Jump checks; glide speed 30 ft.
Dragonwrought	Kobold, 1st level only	You are a dragonwrought kobold
Extraordinary Trapsmith	Craft (trapmaking) 9 ranks	Reduce cost of making a trap by 25%; 50% if kobold
Heavyweight Wings	Str 15, Reinforced Wings, wings and a glide or fly speed	Fly with heavy armor or a heavy load
Improved Dragon Wings	Dragonblood subtype, Dragon Wings, 6 HD	Gain fly speed
Kobold Endurance	Kobold	+4 bonus on Str checks, Con checks, and related checks
Kobold Foe Strike	Kobold	+1d6 damage against flanked or flat-footed dwarves, fey, and gnomes
Practical Metamagic	Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells	Reduce metamagic feat's spell level increase by one
Reinforced Wings	Str 13, wings and a glide or fly speed	Fly with medium armor or a medium load
Versatile Spellcaster	Ability to spontaneously cast spells	Use two lower-level slots to cast a higher-level spell
Wyrmgrafter	Heal 10 ranks, Knowledge (arcana) 5 ranks	Create and apply draconic grafts
Breath Channeling Feats	**Prerequisites**	**Benefits**
Entangling Exhalation	Dragonblood subtype, breath weapon	Channel breath weapon to entangle enemies
Exhaled Barrier	Dragonblood subtype, breath weapon	Channel breath weapon to create wall of energy
Exhaled Immunity	Dragonblood subtype, breath weapon	Channel breath weapon to grant immunity to energy type
Extra Exhalation	Dragonblood subtype, breath weapon with limited uses per day	Gain an additional use of your breath weapon
Furious Inhalation	Dragonblood subtype, Con 13, ability to rage or frenzy, bite attack, breath weapon	Channel breath weapon to add energy damage to bite while raging
Draconic Feats	**Prerequisites**	**Benefits**
Draconic Heritage	Sorcerer level 1st	Gain class skill, dragonblood subtype, and bonus on saves against magic sleep and paralysis
Draconic Arcane Grace	Draconic Heritage, sorcerer level 1st	Give up a spell slot for a bonus on a saving throw
Draconic Breath	Draconic Heritage, sorcerer level 1st	Convert spell energy into a breath weapon
Draconic Claw	Draconic Heritage; sorcerer level 1st	Gain claws and make a swift claw attack when you cast a spell
Draconic Flight	Draconic Heritage, sorcerer level 1st	After casting a spell, fly for the rest of your turn
Draconic Legacy	Any four draconic feats	Gain spells known based on your draconic heritage
Draconic Persuasion	Draconic Heritage, sorcerer level 1st	Spellcasting grants a bonus on select Charisma-based skills
Draconic Power	Draconic Heritage, sorcerer level 1st	+1 caster level and save DC for spells of the energy type associated with your draconic heritage
Draconic Presence	Draconic Heritage, sorcerer level 1st	Render lower-HD opponents shaken when you cast a spell
Draconic Resistance	Draconic Heritage, sorcerer level 1st	Gain energy resistance based on number of draconic feats you have
Draconic Skin	Draconic Heritage, sorcerer level 1st	Your natural armor bonus increases by 1
Draconic Toughness	Draconic Heritage, sorcerer level 1st	Gain 2 hit points for each draconic feat you have
Tactical Feats	**Prerequisites**	**Benefits**
Spell Rehearsal	Caster level 1st	Gain benefits from repetitious spellcasting
Wing Expert	Flyby Attack, wings and a glide or fly speed	Use your wings for tactical advantages

Prerequisites: Dragonblood subtype, Handle Animal 4 ranks, Speak Language (Draconic).

Benefit: You can use your Handle Animal skill to handle and train dragons with Intelligence scores of 6 or lower as if they were animals. You can also handle, train, and rear animals with the draconic template as if they were animals (rather than magical beasts). Even with this feat, dragons can't be reared with the Handle Animal skill. (For information on rearing dragons, see page 13 of *Draconomicon*.)

Normal: Without this feat, only animals and magical beasts with Intelligence scores of 1 or 2 can be handled and trained with the Handle Animal skill, and using Handle Animal on a magical beast is done with a –4 penalty on the check.

DRAGON WINGS

Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.

Prerequisites: Dragonblood subtype, 1st level only.

Benefit: You have wings that aid your jumps, granting a +10 racial bonus on Jump checks.

In addition, you can use your wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. You glide at a speed of 30 feet with average maneuverability. Even if your maneuverability improves, you can't hover while gliding. You can't glide while carrying a medium or heavy load.

If you become unconscious or helpless while in mid-air, your wings naturally unfurl, and powerful ligaments stiffen them. You descend in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. A kobold with the Dragonwrought feat can take this feat at 3rd level.

DRAGON-WROUGHT

You were born a dragonwrought kobold, proof of your race's innate connection to dragons.

Prerequisites: Kobold, 1st level only.

Benefit: You are a dragonwrought kobold. Your type is dragon rather than humanoid, and you lose the dragonblood subtype. You retain all your other subtypes and your kobold racial traits. Your scales become tinted with a color that matches that of your draconic heritage. As a dragon, you are immune to magic sleep and paralysis effects. You have darkvision out to 60 feet and low-light vision. You gain a +2 racial bonus on the skill indicated for your draconic heritage on the table on page 103.

Special: Unlike most feats, this feat must be taken at 1st level, during character creation. Having this feat allows you to take the Dragon Wings feat at 3rd level.

EXTRAORDINARY TRAPSMITH

You are an expert at constructing mechanical traps.

Prerequisite: Craft (trapmaking) 9 ranks.

Benefit: When you determine the cost of raw materials and the time required to create a mechanical trap, reduce the base price by 25%.

Special: A kobold who selects this feat can instead reduce the base price by 50% for determining raw materials and time required to create a mechanical trap.

HEAVYWEIGHT WINGS

Your superior strength allows you to fly while heavily burdened.

Prerequisites: Str 15, Reinforced Wings, wings and a glide or fly speed.

Benefit: You can fly with heavy armor or a heavy load. Your speed is still reduced by encumbrance due to armor or total weight.

Normal: Flying creatures can't fly in heavy armor or carrying a heavy load.

A dragonwrought kobold with dragon wings is revered by his people

Illus. by C. Frank

IMPROVED DRAGON WINGS

Your draconic wings now grant you flight.

Prerequisites: Dragonblood subtype, Dragon Wings, 6 HD.

Benefit: You can fly at a speed of 30 feet (average maneuverability). You can't fly while carrying a medium or heavy load or while fatigued or exhausted.

You can safely fly for a number of consecutive rounds equal to your Constitution modifier (minimum 1 round). You can exert yourself to fly for up to twice as long, but then you're fatigued at the end of the flight. You are likewise fatigued after spending a total of more than 10 minutes per day flying. Because you can glide before, after, and between rounds of actual flight, you can remain aloft for extended periods, even if you can only use flight for 1 round at a time without becoming fatigued.

When you reach 12 HD, you have enough stamina and prowess to fly for longer periods. You can fly at a speed of 30 feet (average maneuverability), and flying requires no more exertion than walking or running.

You can make a dive attack. A dive attack works like a charge, but you must fly a minimum of 30 feet and descend at least 10 feet. You can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage.

You can use the run action while flying, provided you fly in a straight line.

KOBOLD ENDURANCE

Thanks to your race's determination, you are capable of amazing feats of strength and stamina.

Prerequisite: Kobold.

Benefit: You gain a +4 bonus on all Strength and Constitution ability checks, but not on Strength- or Constitution-based skill checks. You also gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist damage from suffocation, and grapple checks made to escape a grapple or pin. Also, you can sleep in medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium armor is automatically fatigued the next day.

Special: A kobold who would gain Endurance as a bonus feat can choose Kobold Endurance in its place. Kobold Endurance counts as the Endurance feat for the purpose of meeting a prerequisite for a feat, prestige class, or special ability.

KOBOLD FOE STRIKE

You are more effective in combat against your racial enemies.

Prerequisite: Kobold.

Benefit: When you hit a dwarf, fey, or gnome with a melee attack, you deal an extra 1d6 points of damage if you flank the creature, or if it is flat-footed. Creatures immune to extra damage from critical hits or sneak attacks are not subject to this extra damage. Any creature with concealment is immune to this extra damage.

Special: A kobold fighter can select Kobold Foe Strike as one of his fighter bonus feats.

PRACTICAL METAMAGIC

You can apply a selected metamagic feat to your spells more easily.

Prerequisites: Dragonblood subtype, Spellcraft 8 ranks, any metamagic feat, ability to spontaneously cast 3rd-level spells.

Benefit: Choose a metamagic feat you know. When applying the chosen metamagic feat to a spontaneously cast spell, the spell uses a spell slot one level lower than normal for the applied metamagic feat, to a minimum of one level higher than a spell's normal level. For example, if you select Practical Metamagic (Empower Spell), you can apply the Empower Spell feat to any spell by using a spell slot one level higher rather than two.

Special: You can gain Practical Metamagic multiple times. Its effects do not stack. Each time you take the feat, it applies to a new metamagic feat.

REINFORCED WINGS

You have strengthened the muscles of your wings.

Prerequisites: Str 13, wings and a glide or fly speed.

Benefit: You can fly in medium armor or with a medium load. Your speed is still reduced by encumbrance due to armor or total weight.

Normal: Flying creatures can't fly in medium or heavy armor or when carrying a medium or heavy load.

VERSATILE SPELLCASTER

You can use two lower-level spell slots to cast a spell one level higher.

Prerequisite: Ability to spontaneously cast spells.

Benefit: You can use two spell slots of the same level to cast a spell you know that is one level higher. For example, a sorcerer with this feat can expend two 2nd-level spell slots to cast any 3rd-level spell he knows.

WYRMGRAFTER [ITEM CREATION]

You can apply draconic grafts to other living creatures or to yourself.

Prerequisites: Heal 10 ranks, Knowledge (arcana) 5 ranks.

Benefit: You can create draconic grafts and apply them to other living creatures or to yourself. Creating a draconic graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half this price.

Draconic grafts are described beginning on page 126.

BREATH CHANNELING FEATS

Dragons and creatures of draconic heritage that have breath weapons can choose these feats, which channel the destructive energy of a breath weapon into some other magical or supernatural effect. Using a breath channeling feat requires a creature to activate its breath weapon and counts as a use of that breath weapon.

ENTANGLING EXHALATION [BREATH]

You can use your breath weapon to create an entangling mesh of energy.

Prerequisites: Dragonblood subtype, breath weapon.

Benefit: When you use your breath weapon, you can choose to enmesh all creatures in its area instead of producing its normal effect. Your breath weapon deals only half its normal damage; however, any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage, of the same energy type as normally dealt by your breath weapon, each round at the start of your turn. This effect lasts for 1d4 rounds.

If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.

EXHALED BARRIER [BREATH]

You can use your breath weapon to create a wall of energy.

Prerequisites: Dragonblood subtype, breath weapon.

Benefit: When you use your breath weapon, you can choose to create a 10-foot-by-10-foot vertical plane of energy instead of producing its normal effect. The opaque wall's near endpoint begins at any corner of your space and extends in a straight line for 10 feet or until it contacts a solid surface. The wall lasts for 1d4 rounds. Any creature passing through the wall takes damage equal to that normally dealt by your breath weapon. If you create the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way, a

successful Reflex save (DC 10 + 1/2 your HD + your Con modifier) halves this damage.

If your breath weapon doesn't deal energy damage, the wall deals fire damage. If your breath weapon doesn't deal damage, the wall deals 2d6 points of fire damage.

EXHALED IMMUNITY [BREATH]

You can use your breath weapon to grant a willing creature immunity to energy.

Prerequisites: Dragonblood subtype, breath weapon.

Benefit: When you use your breath weapon, instead of producing its normal effect, you can choose to grant one willing creature adjacent to you immunity to the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this feat grants immunity to fire. This immunity lasts for 1d4 rounds. You can't use this feat on yourself.

EXTRA EXHALATION [BREATH]

You can use your breath weapon one more time per day than normal.

Prerequisites: Dragonblood subtype, breath weapon with limited uses per day.

Benefit: You can use your breath weapon one additional time per day. The interval you must wait between breaths is 1d4 rounds.

Special: You can gain this feat multiple times. Each time you take it, you can breathe one additional time per day.

FURIOUS INHALATION [BREATH]

While raging, you can use your breath weapon to deal energy damage with your bite attacks.

Prerequisites: Dragonblood subtype, Con 13, ability to rage or frenzy, bite attack, breath weapon.

Benefit: When you enter a rage or frenzy, you can channel one use of your breath weapon inward to add energy damage to your bite attacks. Activating this ability is a free action; the effect lasts until your rage ends or until you use your breath weapon again. While this feat is in effect, your bite attacks deal an extra 2d6 points of energy damage, matching the energy type of your breath weapon. If your breath weapon doesn't deal energy damage, this damage is fire damage.

DRACONIC FEATS

Sorcerers can take draconic feats to gain abilities akin to those of their draconic ancestors. Draconic feats don't change a creature into something fundamentally different, but they can grant or increase capabilities. Anyone interested in taking draconic feats must take the very first feat in the series: Draconic Heritage.

Many of these feats come from *Complete Arcane*. They have been revised to fit with draconic races.

DRACONIC ARCANE GRACE [DRACONIC]

You can convert some of your arcane spell energy into a saving throw bonus.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: As an immediate action (see page 122), you can give up an arcane spell slot to gain a bonus on all saving throws until the start of your next turn. The bonus equals the level of the spell slot used. You can declare that you are using this ability after you have rolled a save, but you must do so before the DM reveals whether the saving throw succeeded or failed.

DRACONIC BREATH [DRACONIC]

You can convert some of your arcane spell energy into a breath weapon.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: As a standard action, you can convert an arcane spell slot into a breath weapon. The breath weapon is a 30-foot cone (cold or fire) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell slot you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Special: If the breath weapon of your draconic forebears does not deal acid, cold, electricity, or fire damage, you choose from among the four energy types mentioned above.

DRACONIC CLAW [DRACONIC]

You develop natural weapons like those of your draconic ancestors.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: You gain a claw attack. You can make a natural attack with two claws, dealing damage based on your size as if you were truly a dragon (Small 1d4, Medium 1d6, Large 1d8). In any round when you cast a spell with a casting time of 1 standard action, you can make a single claw attack at your full attack bonus as a swift action (see page 122) against an opponent you threaten.

DRACONIC FLIGHT [DRACONIC]

The secret of draconic flight has been revealed to you, granting you the ability to fly occasionally.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: After you cast an arcane spell with a casting time of 1 standard action, you gain a fly speed equal to 10 feet per level of the spell you just cast for the remainder of your turn.

DRACONIC HERITAGE [DRACONIC]

You have a greater connection with your draconic bloodline than others of your kind.

Prerequisite: Sorcerer level 1st.

Benefit: You gain the dragonblood subtype. Choose one kind of dragon from the list in the accompanying table. This is your draconic heritage, which can only be changed by undergoing the Rite of Draconic Affinity (see page 59). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain the skill indicated on the table as a sorcerer class skill. In addition, you gain a bonus equal to the number of draconic feats you have on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding entry in the accompanying table.

Draconic Heritage, Dragonwrought, and Draconic Legacy Options

Dragon Kind	Descriptor or Subschool	Class Skill	Spells Known
Amethyst[MM2]	Force	Diplomacy	*Delay poison, invisibility, suggestion*
Battle[Dr]	Sonic	Perform	*Aid, heroism, protection from evil*
Black[MM]	Acid	Hide	*Charm animal* (snakes and lizards only), *deeper darkness, insect plague*
Blue[MM]	Electricity	Hide	*Major image, mirage arcana, ventriloquism*
Brass[MM]	Fire	Gather Information	*Control winds, endure elements, tongues*
Bronze[MM]	Electricity	Survival	*Control water* (4th level), *speak with animals, water breathing*
Brown[Mon]	Acid	Listen	*Create water, endure elements, disintegrate*
Chaos[Dr]	Compulsion	Bluff	*Entropic shield, mislead* (6th level), *protection from law*
Chiang lung[OA]	None	Swim	*Augury, bane, control water* (4th level)
Copper[MM]	Acid	Hide	*Silent image, stone shape, wall of stone*
Crystal[MM2]	Cold	Diplomacy	*Color spray, control winds, dominate person*
Deep[Mon]	Charm	Spot	*Alter self, freedom of movement, true seeing*
Emerald[MM2]	Sonic	Knowledge (local)	*Fog cloud, greater invisibility, legend lore*
Ethereal[Dr]	None	Escape Artist	*Blink, dimensional anchor, see invisibility*
Fang[Dr, Mon]	None	Listen	*Dispel magic, shield, telekinesis*
Force[ELH]	Force	Spot	*Blur, shield, Otiluke's resilient sphere*
Gold[MM]	Fire	Heal	*Bless, daylight, dispel evil*
Green[MM]	Acid	Move Silently	*Charm person, dominate person, plant growth*
Howling[Dr]	Sonic	Survival	*Confusion, gust of wind, Tasha's hideous laughter*
Li lung[OA]	Earth	Hide	*Stone shape* (3rd level), *sound burst, wall of stone*
Lung wang[OA]	Fire	Swim	*Obscuring mist, solid fog, suggestion*
Oceanus[Dr]	Electricity	Swim	*Control water* (4th level), *daze monster, detect evil*
Pan lung[OA]	None	Diplomacy	*Bane, major image, phantasmal killer*
Platinum*	Any one energy type	Concentration	n/a
Prismatic[ELH]	Light	Diplomacy	*Color spray, hypnotic pattern, rainbow pattern*
Pyroclastic[Dr]	Fire or sonic	Listen	*Produce flame* (1st level), *pyrotechnics, shout*
Radiant[Dr]	Light	Spot	*Daylight, remove paralysis, restoration*
Red[MM]	Fire	Appraise	*Detect secret doors, suggestion, true seeing*
Rust[Dr]	None	Search	*Lesser orb of acid* (*Complete Arcane* page 115), *rusting grasp, wall of iron*
Sand[Sa]	Fire	Survival	*Endure elements, haboob*[Sa], *wall of sand*[Sa]
Sapphire[MM2]	Electricity	Knowledge (dungeoneering)	*Spider climb, stone shape, teleport*
Shadow[Dr, Mon]	Energy drain	Escape Artist	*Dimension door, mirror image, nondetection*
Shen lung[OA]	Electricity	Spot	*Bless, cone of cold, ice storm*
Silver[MM]	Cold	Disguise	*Air walk, feather fall, wind wall*
Song[Mon]	Electricity	Perform (sing)	*Light, tongues, true seeing*
Styx[Dr]	Poison or disease	Swim	*Feeblemind, fog cloud, stinking cloud*
Tarterian[Dr]	Force	Escape Artist	*Crushing despair* (3rd level), *freedom of movement, shield*
T'ien lung[OA]	None	Diplomacy	*Pyrotechnics, suggestion, control weather* (6th level)
Tun mi lung[OA]	Electricity	Swim	*Feather fall, fog cloud, control weather* (6th level)
Topaz[MM2]	Cold	Swim	*Darkness, lightning bolt, repulsion* (6th level)
White[MM]	Cold	Hide	*Obscuring mist, sleet storm, wall of ice*
Yu lung[OA]	None	Swim	None

*Only a dragonborn character can select this draconic heritage.

Dr: *Draconomicon*
ELH: *Epic Level Handbook*
MM: *Monster Manual*
MM2: *Monster Manual II*
Mon: *Monsters of Faerûn*
OA: *Oriental Adventures*
Sa: *Sandstorm*

Special: With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*. See below for details.

Draconic Heritage for All True Dragons

The table above provides the benefits of the Draconic Heritage feat for all the kinds of true dragons published in D&D products to date.

Many of the draconic bloodlines listed on the table don't grant a bonus on saves against effects of a particular energy type. Instead, you gain a bonus on saves against spells and abilities associated with the effect (such as force for the Tarterian dragon) or subschool (such as compulsion for the chaos dragon) that matches the entry on the table, as well as the normal bonus provided by the feat against magic sleep and paralysis effects.

Special: A character who chooses yu lung as his draconic heritage can, when he selects another draconic feat, choose to change his draconic heritage to any other lung dragon (chiang lung, li lung, lung wang, pan lung, shen lung, t'ien

Illus. by D. Frazier

Many family trees include dragon blood

lung, or tun mi lung). Once this choice is made, it can only be changed by undergoing the Rite of Draconic Affinity (see page 59).

DRACONIC LEGACY [DRACONIC]

You have realized greater arcane power through your draconic heritage.

Prerequisites: Any four draconic feats.

Benefit: Based on your draconic heritage, add the spells noted on the accompanying table to your list of spells known. Each spell is added at the spell level where a spellcaster normally gains it unless otherwise indicated.

Special: With your DM's permission, you can choose a draconic legacy associated with a kind of dragon not found in the *Monster Manual*. See the table on page 103 for details.

DRACONIC PERSUASION [DRACONIC]

Your arcane talents lend you a great deal of allure.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: After you cast an arcane spell, you gain a bonus equal to 1-1/2 times the spell's level on your next Bluff, Intimidate, or Perform check. The check must be made before the end of the next round.

DRACONIC POWER [DRACONIC]

You have greater power when manipulating the energies of your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Your caster level increases by one, and you add 1 to the save DC of all arcane spells with the descriptor or subschool associated with your draconic heritage.

Special: This feat works in conjunction with the Energy Substitution feat (*Complete Arcane*, page 79) as long as the substituted energy matches the energy type associated with your draconic heritage.

DRACONIC PRESENCE [DRACONIC]

When you use your magic, your mere presence can terrify those around you.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, opponents within 10 feet of and with fewer Hit Dice than you become shaken for a number of rounds equal to the level of the spell you cast. A Will save (DC 10 + level of the spell cast + your Cha modifier) negates the effect. A successful save indicates that the opponent is immune to your

draconic presence for 24 hours. This ability does not affect creatures with an Intelligence of 3 or lower or creatures that are already shaken, nor does it have any effect on dragons.

DRACONIC RESISTANCE [DRACONIC]

Your bloodline hardens your body against effects related to the nature of your progenitor.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: You gain resistance to the energy type associated with your draconic heritage equal to three times the number of draconic feats you have, including draconic feats you take after gaining this feat.

Special: This feat grants no benefit to a character whose draconic heritage is not associated with an energy type, such as a sorcerer with pan lung heritage.

DRACONIC SKIN [DRACONIC]

Your skin takes on a sheen, luster, and hardness related to your draconic ancestor.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: Your natural armor bonus increases by 1.

DRACONIC TOUGHNESS [DRACONIC]

Your draconic nature reinforces your body as you embrace your heritage.

Prerequisites: Draconic Heritage, sorcerer level 1st.

Benefit: When you take this feat, you gain 2 hit points for each draconic feat you have, including this one. Whenever you take a new draconic feat, you gain 2 more hit points.

TACTICAL FEATS

Tactical feats were introduced in *Complete Warrior*. They allow characters to perform a number of powerful attacks by first taking prescribed actions to set up the maneuver. It is up to you to keep track of those actions and to inform the DM that you are preparing to execute a tactical maneuver. See page 108 of *Complete Warrior* for more information.

SPELL REHEARSAL [TACTICAL]

Casting the same spell several times in a row or at the same target enables you to perfect it.

Prerequisite: Caster level 1st.

Benefit: The Spell Rehearsal feat enables the use of three tactical maneuvers. You can only apply one maneuver at a time to a single spell.

Persistence: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows affected creatures or objects a saving throw. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell, you add a cumulative +1 to the spell's save DC. If you cast any other spell after starting to use this feat or take any other standard action, the persistence chain breaks and you must begin anew.

Refined Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that requires an attack roll to affect a target. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a cumulative +2 enhancement bonus on the attack roll to deliver the spell. If you cast any spell that does not require an attack roll or take any other standard action, the refined targeting chain breaks and you must begin anew.

Persistent Targeting: To use this maneuver, you must cast a specific spell two or more times in succession, and the spell must be one that allows a target to apply spell resistance to the effect. You can take a move action after casting the spell once before casting it again, but you cannot take any other standard actions between successive castings. On the second and subsequent times you cast the spell at the same target, you gain a +2 bonus on caster level checks to overcome the target's spell resistance. If you cast any other spell or take any other standard action, the persistent targeting chain breaks and you must begin anew.

Special: This benefit applies to spells you know or have prepared as well as spells cast from items such as wands and scrolls.

WING EXPERT [TACTICAL]

You can use your wings to create a variety of effects.

Prerequisites: Flyby Attack, wings and a glide or fly speed.

Benefit: The Wing Expert feat enables the use of three tactical maneuvers.

Wing Buffet: To use this maneuver, you must charge an opponent. On the round after the charge, you can flutter your wings in a distracting manner while you make a melee attack or attacks against the same opponent you charged. If that opponent fails a DC 20 Reflex save, you gain a +2 bonus for your turn on your melee attack rolls against the distracted opponent. You cannot make a wing buffet again until after you make another charge.

Wing Defense: To use this maneuver, you must have taken the total defense action. On the round after doing so, if you do not use your wings to fly, you can flutter your wings in such a way as to gain concealment for the round.

Wing Fan: To use this maneuver, you must have used at least one move action in the previous round to fly or glide at least 30 feet. As a full-round action in the next round, you can use your wings to produce an effect identical to a *gust of wind* spell with a range of 30 feet. Using this maneuver makes you fatigued. You cannot use this maneuver if you are exhausted.

RACIAL SUBSTITUTION LEVELS

A substitution level is a level of a given class that you take instead of the level described for the standard class. Selecting a substitution level is not the same as multiclassing—you remain within the class for which the substitution level is taken. The class features of the substitution level simply replace those of the standard class's level.

To qualify to take a racial substitution level, you must be of the proper race. For instance, to select a kobold rogue racial substitution level, you must be a kobold.

Each of the races featured in this book—the dragonborn, the spellscales, the kobolds, and dragonblood creatures in

general—has racial substitution levels. Essentially, each set of substitution levels presents a racially flavored variant standard class for your game. The DM can add more racial substitution level options, such as for a dragonborn barbarian or a kobold druid, as desired, using the substitution levels presented here as guidelines.

You can usually select a particular substitution level only at a specific class level. When you take a substitution level for your class at a given level, you give up the standard class features gained at that level and get the substitution level features instead. You can't go back and gain the class features for the level you swapped out—when you take your next level in the standard class, you gain the class features of the next higher level as if you had gained the previous level normally.

For instance, if you take the dragonborn paladin substitution level for 5th level, you forever lose the class features normally gained by a standard 5th-level paladin, gaining instead the racial substitution class features for a 5th-level dragonborn paladin. When you take the next level in paladin, you gain the normal 6th-level benefits of the standard paladin class.

Unless noted otherwise in the description of a racial substitution level class feature, a character who takes a racial substitution level gains spellcasting ability (increases in spells per day, caster level, and spells known, if applicable) as if he had taken a level in the standard class.

A character need not take all the substitution levels provided for a class. For example, a spellscale bard might decide to take only the racial substitution level for 1st level, ignoring the other substitution levels.

The description of each substitution level class feature explains what occurs with regard to a standard class ability not gained, if that ability would normally increase at a specific rate (such as a dragonborn paladin's base attack bonus).

When a substitution level changes the standard class's Hit Die or class skill list, the change applies only to that substitution level, not to any other class levels. A character who takes the kobold rogue substitution level as a beginning character gains 4 hit points (from the substitution level's d4 Hit Die) and gains an additional 1d4 hit points for each additional kobold rogue substitution level he takes later in his career. He gains the normal d6 Hit Die for all standard rogue levels.

DRAGONBLOOD CLERIC

Dragonblood creatures are naturally inclined toward arcane magic. Some hear the call of a deity, however, and become clerics instead. Dragonblood clerics focus on the elemental affinities of their draconic bloodline.

Hit Die: d8.

Requirements

To take a dragonblood cleric substitution level, a character must have the dragonblood subtype and be about to take her 1st, 5th, or 9th level of cleric.

Class Skills

Dragonblood cleric substitution levels have the class skills of the standard cleric class.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are class features of the dragonblood cleric racial substitution levels.

Notes: The following substitution level class features require the dragonblood cleric to select one energy type from among acid, cold, electricity, fire, and sonic. The energy type must be the same for all these substitution features.

A half-dragon who takes one or more of these substitution levels must choose the energy type that matches her breath weapon (if possible). If a half-dragon cleric's breath weapon doesn't have an energy type, she can choose any energy type so long as it is the same for all substitution level class features.

A dragonblood cleric who doesn't take the 1st-level racial substitution level can expend turn undead uses in place of turn energy uses if she takes the 5th- or 9th-level racial substitution levels.

Turn Energy (Su): Starting at 1st level, a dragonblood cleric can channel the elemental power of dragons to grant her and her allies protection from energy a number of times per day equal to 3 + her Charisma modifier.

Using this ability is a standard action that does not provoke attacks of opportunity. The cleric and all allies within 30 feet gain temporary immunity to the specified energy type. Each protected ally remains immune until the effect protects him from 5 points of energy damage per cleric level, after which the effect is discharged for that ally. If it is not discharged, the benefit of the effect fades after 1 minute per cleric level. The cleric can exclude herself and any allies she chooses from the effect.

Turn energy overlaps and does not stack with the effect of the *resist energy* spell. If a character is warded by both this effect and *resist energy*, this effect absorbs damage until it is discharged. Turn energy stacks with the effect of the *protection from energy* spell.

This substitution level class feature replaces the standard cleric's turn or rebuke undead class feature. For a dragonblood cleric, turn energy counts as turn or rebuke undead for the purpose of meeting prerequisites for feats, prestige classes, and so on.

Energy Barrier (Su): A dragonblood cleric who takes the 5th-level racial substitution level can expend one of her turn energy (or turn undead) uses for the day to create a wall of energy. This ability functions like the benefit of the Exhaled Barrier feat (see page 101), except as noted below.

Any creature passing through the wall takes 1d6 points of energy damage per two cleric levels the dragonblood cleric possesses. If the cleric creates the wall so that it appears where

Table 6–6: Dragonblood Cleric Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+0	+2	Turn energy	Same as cleric
5th	+3	+4	+1	+4	Energy barrier	One less 3rd-level spell; see text
9th	+6/+1	+6	+3	+6	Energy sustenance	One less 5th-level spell; see text

creatures are, each creature takes damage as if passing through the wall. Either way, a successful Reflex save (DC 10 + 1/2 the cleric's class level + her Con modifier) halves this damage.

This substitution feature replaces the 3rd-level spell slot gained by a standard cleric at 5th level. From 5th level on, a dragonblood cleric who takes this substitution level can prepare one less 3rd-level spell per day than shown on Table 3–6 (*PH* 31).

Energy Sustenance (Su): A dragonblood cleric who takes the 9th-level racial substitution level can expend one of her turn energy (or turn undead) uses for the day to gain the benefit of energy sustenance. The energy type selected for this ability can now heal the cleric.

To use energy sustenance, the cleric expends a turn energy use as an immediate action when she is subjected to an attack that deals energy damage of the specified type. If she does so, she heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the cleric to exceed her full normal hit points, she gains any excess as temporary hit points that last for up to 1 hour. When a dragonblood cleric uses this ability, she willingly fails any saving throw against the incoming energy effect.

This substitution feature replaces the 5th-level spell slot gained by a standard cleric at 9th level. From 9th level on, a dragonblood cleric who takes this substitution level can prepare one less 5th-level spell per day than shown on Table 3–6 (*PH* 31).

DRAGONBLOOD SORCERER

Kobolds, spellscales, and the members of other dragonblood races tap into their innate draconic talents to achieve greater heights of sorcerous power. Forgoing any pretense of mundane pursuits, a dragonblood sorcerer explores new approaches to casting arcane spells.

Hit Die: d4.

Requirements

To take a dragonblood sorcerer substitution level, a character must have the dragonblood subtype and be about to take his 1st, 4th, or 7th level of sorcerer.

Class Skills

Dragonblood sorcerer substitution levels have the class skills of the standard sorcerer class, minus Craft and Profession, plus Use Magic Device. In addition, a dragonblood sorcerer who takes the 1st-level racial substitution level gains a class skill from his Draconic Heritage feat.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are class features of the dragonblood sorcerer racial substitution levels.

Arcane Insight (Ex): A 1st-level dragonblood sorcerer's racial talent with magic grants him keen insights into arcane mysteries. Each time he selects a dragonblood sorcerer substitution level, he gains a cumulative +2 insight bonus on Knowledge (arcana) checks.

Draconic Heritage: A 1st-level dragonblood sorcerer gains Draconic Heritage as a bonus feat.

This substitution feature replaces the standard sorcerer's familiar class feature.

Spell-Like Ability: A dragonblood sorcerer who takes the 4th-level racial substitution level gains the ability to transform a sorcerer spell he knows into a spell-like ability. A spell chosen for this ability can't have a costly material component, an XP cost, or any sort of focus, and it can't be a spell of the highest level the sorcerer can cast. The chosen spell is removed from the sorcerer's list of spells known, reducing his number of known spells of that level by one, and the sorcerer loses one spell slot of that spell level—as well as one spell slot from the next higher level of spells he is able to cast. In return for those two spell slots, he gains the ability to use the chosen spell as a spell-like ability three times per day, using his sorcerer level as the caster level.

Each time a dragonblood sorcerer who has this substitution level feature gains access to a new spell level, he can exchange the spell chosen for this ability for a new one. He returns the previously chosen spell to his list of spells known and regains both lost spell slots. He then chooses a new spell, subject to the limitations given above. He loses that spell from his spells known list along with one spell slot of the newly chosen spell's level and a spell slot one level higher than the chosen spell.

Bonus Spells Known: A dragonblood sorcerer who takes the 7th-level racial substitution level adds four spells to his list of known sorcerer spells. The spells added depend on the dragonblood sorcerer's alignment or draconic heritage.

A dragonblood sorcerer who is good-aligned must choose the good list of known spells, and vice versa. One descended from a particular kind of dragon is treated as if he shared that dragon's alignment for the purpose of this substitution feature, regardless of his own alignment. For example, a half-red dragon sorcerer, or a sorcerer with Draconic Heritage (red dragon), is treated as evil-aligned for determining which bonus spells known he gains. Dragonblood sorcerers who are neither good nor evil and have no distinct draconic heritage can choose which set of spells to add.

If a dragonblood sorcerer already knows any of the listed spells, he can pick another spell that a sorcerer would ordinarily have available at that same level.

Evil: 1st—*charm person*; 2nd—*darkness*, *resist energy*; 3rd—*suggestion*.

Good: 1st—*bless*; 2nd—*fog cloud*, *resist energy*; 3rd—*fly*.

The chosen list of spells known replaces the normal additions to the sorcerer's list of spells known (one 1st-level spell, one 2nd-level spell, one 3rd-level spell) gained at 7th level.

Table 6–7: Dragonblood Sorcerer Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Arcane insight +2, Draconic Heritage	Same as sorcerer
4th	+2	+1	+1	+4	Arcane insight +4, spell-like ability	See text
7th	+3	+2	+2	+5	Arcane insight +6, bonus spells known	See text

DRAGONBORN PALADIN

Lawful good dragonborn often become paladins. The class is in harmony with their dedicated nature to sanctify themselves through honorable service in the Dragonfall War. Many of the paladin's abilities make a dragonborn character extraordinarily well suited for fighting the spawn of Tiamat.

Hit Die: d10.

Requirements

A dragonborn paladin normally takes substitution levels at 1st level and when she would take her 4th and 5th paladin levels. However, a paladin who becomes a dragonborn later in her career can choose to retroactively take any or all dragonborn paladin substitution levels as replacements for class levels she has already gained.

Class Skills

Dragonborn paladin substitution levels have the class skills of the standard paladin class, plus Knowledge (arcana).

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are class features of the dragonborn paladin racial substitution levels.

Detect Dragonblood (Sp): A 1st-level dragonborn paladin can use *detect dragonblood* at will. This is a divination effect similar to a *detect evil* spell, except that it detects dragonblood creatures of any alignment. A dragonborn paladin can scan a 60-degree arc each round. By concentrating for 1 round, she knows if any dragonblood creatures are within the arc; concentrating for 2 rounds reveals the exact number of such creatures; and concentrating for 3 rounds reveals their exact locations. This ability is the equivalent of a 2nd-level spell.

This substitution feature replaces the standard paladin's *detect evil* class feature.

Bahamut's Blessing (Su): At 4th level, a dragonborn paladin who uses her smite evil ability against evil dragons and dragonbloods gains an additional +2 bonus on the attack roll. She also deals 1 extra point of damage per two paladin levels. For example, a 13th-level dragonborn paladin with a 20 Strength and armed with a +2 *longsword* deals 1d8+26 points of damage when using smite evil against an evil dragonblood (+13 from normal smite evil, +6 from Bahamut's blessing, + 5 from Str, and +2 from the longsword).

This substitution feature replaces the standard paladin's turn undead ability.

Fearless Special Mount (Sp): A 5th-level dragonborn paladin's special mount is immune to the frightful presence of dragons, in addition to having the standard qualities of a special mount.

This substitution feature replaces the improvement in base attack bonus normally gained by a 5th-level paladin. From 5th level on, a dragonborn paladin's base attack bonus is 1 lower than that of a standard paladin of her level.

KOBOLD FIGHTER

Kobold fighters train to master the use of the spear, the traditional weapon of kobolds. They forego learning how to use some armor in exchange for learning to dodge attacks. Kobold fighters exercise arduously throughout their careers, striving to overcome some of the physical deficiencies they inherit as kobolds.

Hit Die: d10.

Requirements

To take a kobold fighter substitution level, a character must be a kobold about to take his 1st, 2nd, or 4th level of fighter.

Class Skills

Kobold fighter substitution levels have the class skills of the standard fighter class, plus Profession (miner) and Search.

Skill Points at Each Level: 2 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are class features of the kobold fighter racial substitution levels.

Spear Focus (Ex): A 1st-level kobold fighter focuses his combat talents on spear fighting. He gains a +1 bonus on attack rolls with the following weapons: longspear, shortspear, and spear. At the DM's option, this bonus might also apply to other spearlike weapons.

This bonus does not stack with the bonus from Weapon Focus, but it is treated as the equivalent of Weapon Focus for qualifying for feats, prestige classes, and anything else that requires that feat. A kobold fighter who has this ability could take Weapon Specialization (spear) without selecting Weapon Focus (spear) as a separate feat.

This substitution feature replaces the standard fighter's 1st-level bonus feat and medium armor proficiency.

Dodge (Ex): A kobold fighter who takes the 1st-level racial substitution level gains Dodge as a bonus feat.

This substitution feature replaces the standard fighter's heavy armor proficiency.

Constitution Boost (Ex): At 2nd level, a kobold fighter increases his Constitution score by 2 points.

This substitution feature replaces the standard fighter's bonus feat gained at 2nd level.

Strength Boost (Ex): A kobold fighter who takes the 4th-level racial substitution level increases his Strength score by 2 points.

This substitution feature replaces the standard fighter's bonus feat gained at 4th level.

Table 6–8: Dragonborn Paladin Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+0	+0	Aura of good, *detect dragonblood*, smite evil 1/day	Same as paladin
4th	+4	+4	+1	+1	Bahamut's blessing	Same as paladin
5th	+4	+4	+1	+1	Fearless special mount, smite evil 2/day	Same as paladin

Table 6–9: Kobold Fighter Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Spear focus, Dodge
2nd	+2	+3	+0	+0	Constitution boost (Con +2)
4th	+4	+4	+1	+1	Strength boost (Str +2)

KOBOLD RANGER

Kobold rangers are not deterred by their size, forging lifelong relationships with their preferred dire weasel companions, who more than make up for their masters' physical shortcomings. A kobold ranger is a sentinel for her tribe, riding the fringes of her lands in search of enemies and threats. Nothing slows a kobold ranger in pursuit of prey.

Hit Die: d8.

Requirements

To take a kobold ranger substitution level, a character must be a kobold about to take her 1st, 4th, or 7th level of ranger.

Class Skills

Kobold ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are class features of the kobold ranger racial substitution levels.

Kobold Favored Enemy (Ex): A kobold ranger who takes the 1st-level racial substitution level gains the normal ranger favored enemy bonus on checks and damage rolls, but the skills affected by the bonus are Hide, Listen, Move Silently, Spot, and Survival instead of those given for the standard ranger.

If a kobold ranger selects fey, humanoid (dwarf), or humanoid (gnome) as her favored enemy, she gains a +3 bonus against the chosen creature type instead of the standard +2. Bonuses against such creatures also increase by 3 every time the kobold ranger gains a new favored enemy, instead of the standard +2 increase.

This substitution feature replaces but is otherwise identical to the standard ranger's favored enemy class feature (*PH* 47).

Dire Weasel Companion (Ex): A kobold ranger who takes the 4th-level racial substitution level gains a dire weasel animal companion. This ability functions like the druid's animal companion ability, treating the kobold ranger's effective druid level as half her ranger level, instead of half her ranger level –3. A kobold ranger cannot select from an alternative list of animal companions; she is restricted to choosing a dire weasel as her animal companion.

This substitution feature replaces the standard ranger's animal companion class feature.

A kobold ranger who takes this substitution level gains Track as a bonus feat and the wild empathy ability (*PH* 47), just as a standard ranger does.

Kobold Ranger Spells: A kobold ranger who takes the 4th-level racial substitution level replaces certain spells on her ranger spell list with kobold alternatives. For 1st-level ranger spells, *steal size** replaces *entangle*. A kobold ranger also exchanges the 2nd-level ranger spells *speak with plants* and *spike growth* for *local tremor** and *soften earth and stone*. She replaces the 3rd-level ranger spells *command plants*, *diminish plants*, *plant growth*, and *tree shape* with *meld into stone*, *spike stones*, *stone shape*, and *stoneskin*. *Stone tell* replaces the 4th-level ranger spell *tree stride*.

*New spells described in Chapter 7.

Subterranean Stride (Ex): A kobold ranger who takes the 7th-level racial substitution level can move across dense rubble or natural stone floors at her normal speed, ignoring any effects related to terrain (*DMG* 60). However, a rock surface that is enchanted or magically manipulated to impede motion still affects her.

This substitution feature replaces the standard ranger's woodland stride class feature.

KOBOLD ROGUE

Kobold rogues pride themselves on their comprehensive understanding of trap dynamics. Trapmaking is an art, a passion, and a racial pastime. Many kobolds dabble in trapmaking, and kobold rogues who do so gain additional insights into dealing with such devices. Kobold rogues are notoriously cowardly and fragile, however, and greatly prefer stealth and retreat over face-to-face conflict.

Hit Die: d4.

Requirements

To take a kobold rogue substitution level, a character must be a kobold about to take her 1st, 3rd, or 8th level of rogue.

Class Skills

Kobold rogue substitution levels have the class skills of the standard rogue class, plus Knowledge (dungeoneering).

Skill Points at Each Level: 8 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are class features of the kobold rogue racial substitution levels.

Rapid Retreat (Ex): A kobold rogue who takes the 1st-level racial substitution level gains the ability to retreat quickly from dangerous situations. Any time a kobold rogue with this substitution feature uses the withdraw action, she gains a 5-foot bonus to her speed.

Shrewd Trapfinding (Ex): Starting at 1st level, each time a kobold rogue takes a substitution level, she gains

Table 6–10: Kobold Ranger Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+2	+0	Kobold favored enemy, Track, wild empathy	Same as ranger
4th	+4	+4	+4	+1	Dire weasel companion, kobold ranger spells	Same as ranger
7th	+7/+2	+5	+5	+2	Subterranean stride	Same as ranger

Table 6–11: Kobold Rogue Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Rapid retreat, shrewd trapfinding +2, sneak attack +1d6
3rd	+2	+1	+3	+1	Improved trap sense +2, shrewd trapfinding +4, sneak attack +2d6
8th	+6/+1	+2	+6	+2	Evasive skitter, shrewd trapfinding +6

a cumulative +2 competence bonus on Search checks to find traps and on Disable Device checks to disarm traps.

This bonus is lost if the kobold rogue does not have a number of ranks in Craft (trapmaking) equal to or greater than her rogue class level.

This substitution feature alters but does not replace the standard rogue's trapfinding class feature.

Improved Trap Sense (Ex): At 3rd level, a kobold rogue gains an intuitive sense that alerts her to danger from traps. This is the same as the rogue's trap sense class feature, except that the bonus granted on Reflex saves and to AC is +2 instead of +1. A kobold rogue's trap sense continues to improve at the normal rate (to +3 at 6th level, +4 at 9th, and so on).

This extra bonus is lost, reducing the kobold rogue's trap sense bonus to the normal rogue value if the kobold rogue does not have a number of ranks in Craft (trapmaking) equal to or greater than her rogue class level. This substitution feature augments the standard rogue's trap sense class feature.

Evasive Skitter (Ex): A kobold rogue who takes the 8th-level racial substitution level gains the ability to move out of the area of dangerous spells and effects. A kobold rogue who succeeds on a Reflex save against a spell or effect gains the normal benefit for the successful save, and she can choose to move out of the area of the spell or effect. She must take the shortest path available to her, and she can't move farther than her speed. If more than one path of equal distance is available, she can choose which path to use. If no such path is available, the kobold rogue can't use this ability. This movement provokes attacks of opportunity as normal for movement.

Example: A kobold rogue with a speed of 30 feet is within the area of a *fireball* spell. She successfully saves against the spell, so she takes no damage from the blast and can move out of the spell's area by the shortest route available.

This substitution feature replaces the standard 8th-level rogue's improved uncanny dodge class feature.

SPELLSCALE BARD

Despite their inclination for sorcery, spellscales make excellent bards, exploiting their racial affinity for arcane magic and superior charm. However, knowledge of arcane mysteries remains an important part of a spellscale bard's abilities.

Hit Die: d6.

Requirements

To take a spellscale bard substitution level, a character must be a spellscale about to take his 1st, 3rd, or 6th level of bard.

Class Skills

Spellscale bard substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6 + Int modifier (or four times this number as a beginning character).

Class Features

All the following are features of the spellscale bard racial substitution levels.

Draconic Bardic Knowledge (Ex): A spellscale bard has special interest in events, items, and individuals important to dragons. Upon taking the 1st-level racial substitution level, a spellscale bard's keen interest in dragon lore grants him a +5 competence bonus on any bardic knowledge check related to dragons, so long as he maintains a number of ranks in Knowledge (arcana) equal to or greater than his bard class level.

Inspire Arcana (Su): Beginning at 3rd level, a spellscale bard can spend one daily use of bardic music to make a single allied arcane spellcaster more powerful. To use this ability, a spellscale bard must have 3 or more ranks in Perform and a number of ranks in Knowledge (arcana) equal to or greater than his bard class level. The ally must be within 30 feet of and able to see and hear the spellscale bard, and the bard must be able to see the ally. As long as the chosen arcane spellcaster continues to hear the bard's performance, she casts her arcane spells with a +1 bonus to her caster level. The effect lasts as long as the spellscale bard concentrates, up to a maximum of 2 minutes. A bard can't inspire arcana upon himself. Inspire arcana is a mind-affecting ability.

This substitution feature replaces the standard bard's inspire competence class feature.

Superior Suggestion (Sp): A spellscale bard who takes the 6th-level racial substitution level draws on his knowledge of his sorcerous ancestors to enhance his *suggestion* ability. So long as he maintains a number of ranks in Knowledge (arcana) equal to or greater than his bard class level, a spellscale bard gains a +2 bonus on the save DC whenever he uses his *suggestion* bardic music ability.

This substitution feature augments the standard bard's *suggestion* class feature, and it replaces the 2nd-level spell slot gained by a standard bard at 6th level. From 6th level on, a spellscale bard who takes this substitution level can cast one less 2nd-level spell per day than shown on Table 3–4 (PH 27).

Table 6–12: Spellscale Bard Racial Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Bardic music, draconic bardic knowledge, countersong, *fascinate,* inspire courage +1	Same as bard
3rd	+2	+1	+3	+3	Inspire arcana	Same as bard
6th	+4	+2	+5	+5	*Superior suggestion*	One less 2nd-level spell; see text

Illus. by R. Horsley

Members of the dragonkind races are the ultimate sorcerers and magic users. True dragons gain spellcasting power as they age, for example, and spellscales have a natural aptitude for sorcery. Dragonblood creatures use existing spells and create new ones to suit their needs. The *wings of cover* spell and its kin are a fine example of how dragonkind adapts and improves magic to advance its own purposes.

SPELL LISTS

BARD SPELLS

1st Level

Instant Diversion: Creates illusory doubles of you.

2nd Level

Peaceful Serenity of Io: Grant subject +4 bonus on Concentration checks and against compulsions and fear effects.

CLERIC SPELLS

2nd Level

Local Tremor: Light tremor shakes in a 30-ft. line.

Peaceful Serenity of Io: Grant subject +4 bonus on Concentration checks and against compulsions and fear effects.

7th Level

Summon Aspect of Bahamut: Summon an aspect of Bahamut.

DRUID SPELLS

2nd Level

Local Tremor: Light tremor shakes in a 30-ft. line.

Peaceful Serenity of Io: Grant subject +4 bonus on Concentration checks and against compulsions and fear effects.

SORCERER SPELLS

1st Level

Ghostly Tail: Your tail of force can be used to take advantage of an attack of opportunity.

Wings of Bounding: Get a +20 circumstance bonus on a Jump check.

Wings of Swift Flying: Increase your temporary fly speed by 30 ft.

2nd Level

Essence of the Dragon: Confer the dragon type on touched creature.

Tail Slap: Attack a foe for 1 round/level and knock him back on the first round.

Wings of Cover: Grant cover against a specific attack.

4th Level

Hoard Life: Store some of your life force for later healing.
Tail Sweep: Your tail of force can attack a group of foes within 10 ft.
Wall of Scales: Create a barrier of dragonhide.
Wings of Flurry: Your wings of force can attack all foes within 30 ft.

5th Level

Manifest Dragon Heritage: Conjures a wyvern.

8th Level

Manifest Dragon Heritage, Greater: Conjures a dragon turtle.

SORCERER/WIZARD SPELLS

1st Level

Conj **Create Trap:** Creates a CR 1 trap.
Sticky Floor: Entangles and immobilizes creatures in affected area.
Ench **Power Word Fatigue:** Makes one creature with 100 hp or less fatigued.
Power Word Pain: Deal 1d6 points of damage per round to one creature with 100 hp or less.
Illus **Instant Diversion:** Creates illusory doubles of you.
Trans **Ghostly Reload:** Automatically pulls crossbow string into catch.
Mighty Wallop: +1 size category of bludgeoning weapon.

2nd Level

Conj **Gnome Blight:** Cloud of itchy debilitating pollen sickens living creatures.
Ench **Power Word Sicken:** Sickens one creature with 100 hp or less.
Unfettered Grasp: Grappling creature immediately gains free attempt to escape.
Evoc **Local Tremor:** Light tremor shakes in a 30-ft. line.
Trans **Steal Size:** Humanoid creature doubles in size as targeted humanoid halves in size.

3rd Level

Ench **Power Word Deafen:** Deafens one creature with 100 hp or less.
Power Word Maladroit: Deals 2 points Dex damage to one creature with 75 hp or less.
Power Word Weaken: Deals 2 points Str damage to one creature with 75 hp or less.
Trans **Mighty Wallop, Greater:** +1 size category of bludgeoning weapon/four levels (maximum 5).
Sense of the Dragon: Nonvisual senses out to 30 ft. that pinpoints creatures.

4th Level

Ench **Power Word Distract:** Makes one creature with 150 hp or less flat-footed.

5th Level

Ench **Power Word Disable:** Reduces living creature with 50 hp or less to 0 hp.

6th Level

Ench **Power Word Nauseate:** Makes one creature with 150 hp or less nauseated.

7th Level

Conj **Summon Aspect of Bahamut:** Summons an aspect of Bahamut.

8th Level

Ench **Power Word Petrify:** Petrifies one creature with 100 hp or less.

SPELL DESCRIPTIONS

CREATE TRAP

Conjuration
Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 full round
Range: Medium (100 ft. + 10 ft./level)
Effect: One trap; see text
Duration: 12 hours
Saving Throw: No
Spell Resistance: No

You throw a small gear, and when it hits the ground a trap springs up at the place you designate.

You create a CR 1 trap selected from the following list: basic arrow trap, fusillade of darts, scything blade trap, or spear trap (*DMG* 70–71). You can locate the 5-foot-by-5-foot trigger in any square of your choice within the range of this spell. Once *create trap* is cast, the trap is active and ready to be sprung, with every design feature installed.

Material Component: A miniature bronze gear.

ESSENCE OF THE DRAGON

Transmutation
Level: Sorcerer 2
Components: S, M
Casting Time: 1 standard action
Range: Touch
Target: Willing living creature touched
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: No

With the touch of your bloodied hand, your ally's appearance shifts. Her eyes become slitted, and a shimmer of scales ghosts momentarily across her skin.

You confer the dragon type on the touched creature. For the duration of the spell, that creature counts as a dragon for the purpose of spell effects, magic item wielder requirements, favored enemy bonuses, and other factors that depend on a creature's type.

The subject of the spell is immune to magic sleep and paralysis effects and ignores the frightful presence of dragons. The recipient also receives darkvision out to 60 feet and low-light vision. It is also now vulnerable to harmful effects that specify dragons, such as dragon bane weapons.

Material Component: A drop of blood from a dragon or dragon-descended creature.

GHOSTLY RELOAD

Transmutation
Level: Sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: Hand, light, or heavy crossbow
Duration: 1 hour or until expended; see text
Saving Throw: No
Spell Resistance: No

Shimmering ghostly hands pull your crossbow's string back into the catch as you prepare to fire another bolt.

After the wielder shoots a projectile from the crossbow affected by this spell, the magic immediately cocks the crossbow so that the weapon can be loaded again.

Ghostly reload pulls the string of a hand crossbow or light crossbow into place once per caster level (maximum ten times at caster level 10th) and the string of a heavy crossbow into place once per two caster levels (maximum five times at caster level 10th). Cumulative castings of *ghostly reload* do not stack.

This spell allows the crossbow's wielder to fire a light crossbow or heavy crossbow as a standard action and move in the same round. If the character benefits from a high base attack bonus, the crossbow can be fired multiple times as a full attack, but only if *ghostly reload* can be applied to each attack in that round.

Focus: A crossbow.

GHOSTLY TAIL

Evocation [Force]
Level: Sorcerer 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Effect: Evoked tail
Duration: 1 hour/level

A partially translucent, scaled tail uncoils from behind you, as if it had always been there, and slaps at foes that leave themselves open to attack.

You evoke a partially translucent, scaled tail that can attack foes that are vulnerable to attacks of opportunity. If your foe takes an action that would provoke an attack of opportunity from you, even if you are not holding a melee weapon that would normally threaten your foe, your evoked dragon's tail attacks the target with a melee touch attack, dealing 2d6 points of damage on a successful hit. You can only strike with a *ghostly tail* if you have not already taken your allowed number of attacks of opportunity in the round.

Special: A dragonblooded character, or a character with the dragon type, deals an extra 1 point of damage per level with a *ghostly tail* (maximum 20 points).

GNOME BLIGHT

Conjuration (Creation)
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./ level)
Area: Cloud spreads in 20-ft. radius, 20 ft. high
Duration: 1 round/level (D)
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

You blow a mixture of pollen and ground mandrake root from your palm toward the targeted area. The granules are carried by a directed wind and explode into a cloud of yellow dust and seed.

Gnome blight creates a thick cloud of agonizingly itchy pollen similar to that created by *fog cloud*, except that the pollen is sickening. Living creatures in the cloud become sickened. This condition lasts as long as a creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each sickened individual.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Creatures with sensitive olfactory senses (such as gnomes or creatures with the scent ability) take a –4 penalty on their saving throws.

Material Component: Flower pollen and ground mandrake root.

HOARD LIFE

Conjuration (Healing)
Level: Sorcerer 4
Components: V, S, F
Casting Time: 1 minute
Range: Personal and touch
Target: You
Duration: 1 hour/level (D)

You clasp your hands around a gem. A flash goes off, and then a feeling of deep weariness passes through you. The gem now bears a spark of light within it.

Although true healing magic is usually the province of the divine, dragon sorcerers have devised an arcane method of creating a "reserve" of health for use in emergencies. This spell siphons off hit points from the caster and temporarily stores them in a gem for later retrieval.

When you cast this spell, you deal nonlethal damage equal to twice your caster level to yourself, and you become fatigued. (If you are immune to nonlethal damage, this spell automatically fails.) At any point during the spell's duration, you can use a standard action while holding the gem to heal yourself of an amount of damage equal to the nonlethal damage the spell dealt to you. This healing can't cause you to exceed your full normal hit points; any healing in excess of this amount is lost. Triggering this effect ends the spell's duration (so you can't portion out the healing over multiple uses). Triggering the healing does not provoke attacks of opportunity.

If the spell's duration elapses before you have triggered the healing, you gain no benefit from the spell. Casting this spell a second time automatically ends the duration of any previous casting of the spell that you have performed.

Focus: A gem worth at least 50 gp.

Special: A dragonblooded character, or a character with the dragon type, casts this spell at +1 caster level.

INSTANT DIVERSION

Illusion (Figment)
Level: Bard 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 swift action
Range: Personal; see text
Target: You
Duration: 1 round

As you spin around, you produce residual images of yourself, each of which splits off from your body and moves away.

One or more illusory doubles of you appear, spinning off from your original location as you turn in a circle. You create one double plus one for every four caster levels you have (minimum one, maximum five). You are then free to go elsewhere while your doubles move away in a manner of your choosing. The doubles move at your speed and can emit minor sounds such as footsteps or metal clanking, but they can only be made to move, withdraw, or run.

Any successful attack against an illusory double destroys it. A double's Armor Class is equal to 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking as though they are burned or dead after being hit by a *fireball*).

LOCAL TREMOR

Evocation [Earth]
Level: Cleric 2, druid 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft. line
Duration: 1 minute/level or until expended; see text
Saving Throw: Reflex negates
Spell Resistance: No

The earth around your feet begins to ripple, and a directed shock wave of tectonic force is released that shoots through the ground.

Immediately upon completion of the casting of this spell and as often as once per round thereafter, you can cause the ground to shake along a 30-foot line. You can produce a number of these tremors equal to your caster level (maximum five).

The tremors begin at your location and extend in the direction you indicate; any creature caught standing within the area must make a Reflex save or fall prone. A spellcaster caught standing on one of these squares must make a Concentration check (DC 20 + spell level) or lose any spell that was being attempted.

You need not produce a tremor immediately upon finishing the casting of this spell. You can perform other actions, even the casting of other spells, between producing new tremors. Calling up a new tremor in any round after the spell has been cast requires a standard action (as you refocus your concentration on the spell).

MANIFEST DRAGON HERITAGE

Conjuration (Creation)
Level: Sorcerer 5
Components: V, S
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One wyvern
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

With a shuddering gasp, you dig your nails into your flesh as though pulling the skin from your bones. A glistening wyvern appears before you.

This spell creates a wyvern that springs forth from your body. It appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. You must be able to speak Draconic to communicate with the wyvern, or have some form of telepathic communication that does not require a shared language. If you can communicate with the wyvern, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The conjured creature gains bonus hit points equal to twice your caster level. If it is killed, the caster takes 2d6 points of damage.

MANIFEST DRAGON HERITAGE, GREATER

Conjuration (Creation)
Level: Sorcerer 8
Effect: One dragon turtle

As *manifest dragon heritage*, except that you create a dragon turtle.

MIGHTY WALLOP

Transmutation
Level: Sorcerer/wizard 1
Components: V, S, F
Casting Time: 1 standard action
Range: Touch
Target: One bludgeoning melee weapon
Duration: 1 minute/level
Saving Throw: None (object)
Spell Resistance: No (object)

Illus. by E. Fiegenschuh

Nobody thought the kobold sorcerer could hit that hard

The head of the weapon you touch is suddenly encased in a filmy halo that only you can see, extending out from the weapon to a distance of several inches.

Mighty wallop increases the damage of a bludgeoning melee weapon by one size category without increasing the dimensions or weight of the weapon. For a Small weapon, find the weapon's damage value on the table below and adjust it to the value in the right-hand column for the duration of the spell.

Original Damage	Adjusted Damage
1	1d2
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	1d10
1d10	1d12

For a Medium or larger weapon, refer to Table 2–2: Increasing Damage by Weapon Size (*DMG* 28).

Focus: A melee weapon.

MIGHTY WALLOP, GREATER

Transmutation
Level: Sorcerer/wizard 3
Duration: 1 hour/level

As *mighty wallop,* except that the bludgeoning melee weapon damage increases by one size category for every four caster levels you have, to a maximum of five size categories or up to an effective size of Colossal.

For a Small weapon that increases by more than one size category, begin by referring to the table in the *mighty wallop* spell description. Once the weapon has been adjusted to an effective size of Medium, or if it was already a Medium or larger weapon, refer to Table 2–2: Increasing Damage by Weapon Size (*DMG* 28).

PEACEFUL SERENITY OF IO

Abjuration
Level: Bard 2, cleric 2, druid 2
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature plus one additional creature/four levels, no two of which are more than 30 ft. apart
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You croon an ancient, wordless melody, and a sense of calm settles about those around you.

You fill the subject with the peacefulness and balance of Io's great Song, granting it a +4 morale bonus on Concentration checks, and saves against compulsions and fear effects for 10 minutes. If the subject is under the influence of compulsion or fear effects when receiving the spell, those effects are suppressed for the duration of the spell.

POWER WORD DEAFEN

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 100 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

A single word from your lips overwhelms your foe's hearing.

You utter a single word of power that instantly causes one creature of your choice to become deafened, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by *power word deafen.*

Hit Points	Duration
25 or less	Permanent
26–50	1d4+1 minutes
51–100	1d4+1 rounds

POWER WORD DISABLE

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 5
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 50 hp or less
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A word you speak puts your target on the brink of collapse.

You utter a single word of power that instantly reduces the hit points of one creature of your choice to 0. Any creature that currently has 51 or more hit points is unaffected by *power word disable.*

POWER WORD DISTRACT

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 4
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 150 hp or less
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A single word from your lips renders your foe vulnerable and distracted.

You utter a single word of power that instantly causes one creature of your choice to become briefly distracted, whether the creature can hear the word or not. The creature is treated as flat-footed until its next turn. Any creature that currently has 151 or more hit points is unaffected by *power word distract.*

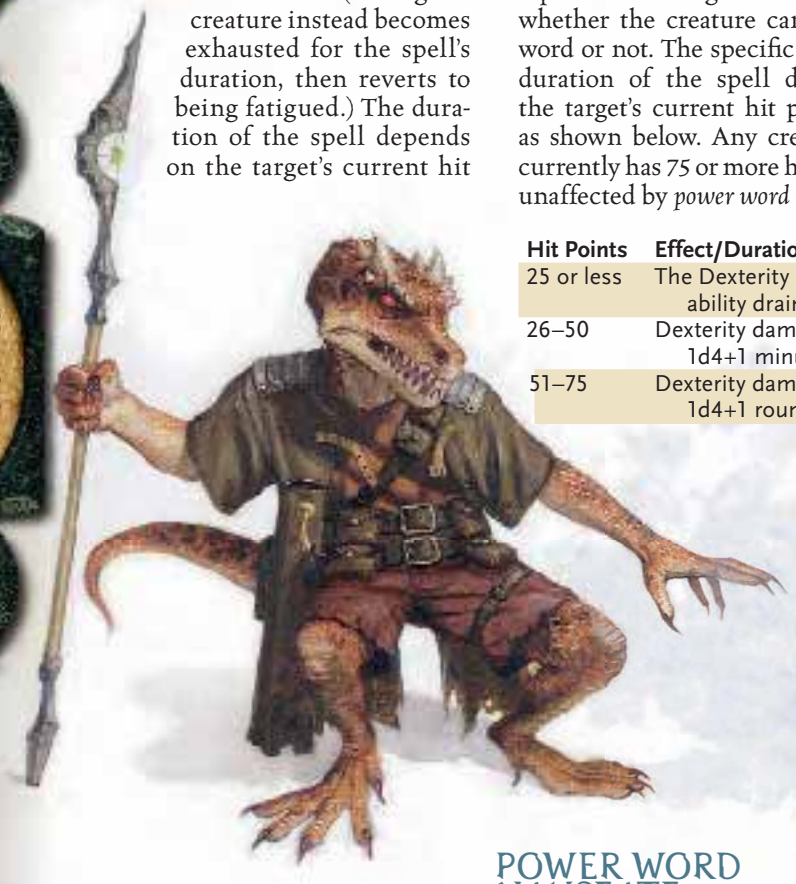
POWER WORD FATIGUE

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 1
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 100 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

With a syllable, you sap vigor from your target.

You utter a single word of power that instantly causes one creature of your choice to become fatigued, whether the creature can hear the

word or not. (A fatigued creature instead becomes exhausted for the spell's duration, then reverts to being fatigued.) The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by *power word fatigue.*



Hit Points	Duration
25 or less	1d4+1 hours
26–50	1d4+1 minutes
51–100	1d4+1 rounds

POWER WORD MALADROIT

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 75 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You speak a word to make your target ungainly and awkward.

You utter a single word of power that instantly causes one creature of your choice to become clumsier, dealing 2 points of damage to its Dexterity, whether the creature can hear the word or not. The specific effect and duration of the spell depend on the target's current hit point total, as shown below. Any creature that currently has 75 or more hit points is unaffected by *power word maladroit.*

Hit Points	Effect/Duration
25 or less	The Dexterity damage is ability drain instead
26–50	Dexterity damage lasts 1d4+1 minutes
51–75	Dexterity damage lasts 1d4+1 rounds

POWER WORD NAUSEATE

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 6
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 150 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You speak a word of power so disgusting that your target retches.

You utter a single word of power that instantly causes one creature of your choice to become nauseated, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 151 or more hit points is unaffected by *power word nauseate.*

Hit Points	Duration
50 or less	2d4+2 rounds
51–100	1d4+1 rounds
101–150	1 round

POWER WORD PAIN

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 1
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 100 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

A word you speak causes continuing pain to your target.

You utter a single word of power that instantly deals 1d6 points of damage to one creature of your choice, and another 1d6 points in every round thereafter for as long as the spell lasts. The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by *power word pain.*

Hit Points	Duration
50 or less	4d4 rounds
51–75	2d4 rounds
76–100	1d4 rounds

POWER WORD PETRIFY

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 8
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 100 hp or less
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

With a mere word, you turn your target to stone.

You utter a single word of power that instantly causes one creature of your choice to become petrified, whether the creature can hear the word or not. Any creature that currently has 101 or more hit points is unaffected by *power word petrify.*

POWER WORD SICKEN

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 2
Components: V

Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 100 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You speak a mildly revolting word of power.

You utter a single word of power that instantly causes one creature of your choice to become sickened, whether the creature can hear the word or not. The duration of the spell depends on the target's current hit point total, as shown below. Any creature that currently has 101 or more hit points is unaffected by *power word sicken*.

Hit Points	Duration
25 or less	1d4+1 hours
26–50	1d4+1 minutes
51–100	1d4+1 rounds

POWER WORD WEAKEN

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 3
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 75 hp or less
Duration: See text
Saving Throw: None
Spell Resistance: Yes

With a word, you sap strength from your target.

You utter a single word of power that instantly causes one creature of your choice to become weaker, dealing 2 points of damage to its Strength, whether the creature can hear the word or not. The specific effect and duration of the spell depend on the target's current hit point total, as shown below. Any creature that currently has 75 or more hit points is unaffected by *power word weaken*.

Hit Points	Effect/Duration
25 or less	The Strength damage is ability drain instead
26–50	Strength damage lasts 1d4+1 minutes
51–75	Strength damage lasts 1d4+1 rounds

SENSE OF THE DRAGON

Transmutation
Level: Sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

As you finish casting the spell on yourself, a mild ringing arises inside your head that changes pitch depending on the locations of objects and creatures around you.

The subject gains augmented nonvisual senses out to a distance of 30 feet. The subject does not need to make Spot or Listen checks to pinpoint the location of a creature within 30 feet, provided that it has line of effect to that creature.

Any opponent the subject cannot see still has total concealment against the recipient of this spell, and the subject still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of the subject, and the recipient of this spell is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Sense of the dragon can be made permanent with a *permanency* spell in regard to yourself for a cost of 1,500 XP.

Material Component: A worn dragon scale.

STEAL SIZE

Transmutation
Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature larger than you
Duration: 1 minute/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

You throw the powdered iron toward your target, and the creature shrinks before your eyes—just as you simultaneously grow larger.

You eclipse, balance, or minimize the size advantage of another creature. A target that fails a Fortitude save shrinks by one size category, halving its height, length, and width and dividing its weight by eight, as the *reduce person* spell, while you grow by one size category, doubling your height, length, and width and multiplying your weight by eight, as the *enlarge person* spell. If the spell ends for either of you, the spell ends for both of you.

Material Component: A dash of powdered iron.

STICKY FLOOR

Conjuration (Creation)
Level: Sorcerer/wizard 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 10-ft.-by-10-ft. square
Duration: 1 hour/level
Saving Throw: Reflex partial
Spell Resistance: No

For an instant, a translucent sheen that only you can see falls across the area you designate.

Creatures that are within or that enter the area of a *sticky floor* spell are immediately stuck in place and entangled. A successful Reflex save means the creature can move from its space but is still considered entangled as long as it remains in

The unsuspecting gnome, suddenly sapped of strength, never knew what went wrong

Illus. by S. Belledin

the area. A creature stuck in place can break loose by using a standard action to make a DC 15 Strength check or Escape Artist check. Each round at the beginning of your turn, any creature within the area must succeed on another Reflex save to avoid becoming stuck in place again.

The effect of this spell even extends through footwear, so merely removing your boots doesn't free you from the effect. Creatures not in contact with the surface of the ground (such as flying, burrowing or incorporeal creatures) are unaffected by *sticky floor.* Kobold sorcerers often use this spell to protect their lairs, and some theorize that they learned it from dragons.

Material Component: A drop of hardened tree sap, which must be eaten by the caster.

SUMMON ASPECT OF BAHAMUT

Conjuration (Summoning, Good)
Level: Cleric 7, sorcerer 7/wizard 7
Components: V, S, F/DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One aspect of Bahamut
Duration: Concentration (maximum of 1 round/level) + 1 round
Saving Throw: None
Spell Resistance: No

You send a plea to Bahamut and are answered by the appearance of a long, sinuous dragon covered in silver-white scales that sparkle and gleam.

If you are a nongood spellcaster, you cannot cast this spell. By casting this spell, you request Bahamut to send you one of his aspects. Otherwise, the aspect appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the aspect (it understands Celestial, Common, and Draconic), you can direct it not to attack, to attack particular enemies, or to perform other actions before the duration elapses. More information on the aspect of Bahamut can be found on page 152 of this book.

Arcane Focus: A silver dragon scale.

TAIL SLAP

Evocation [Force]
Level: Sorcerer 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Effect: Evoked tail
Duration: 1 round/level

A partially translucent, scaled tail uncoils from behind you and savagely slaps at your foe.

You evoke a dragon's tail that you can use to strike at a target once per round as a standard action (including the round in which you evoke it) that deals 1d6 points of damage per two levels (to a maximum of 10d6 points of damage) if you hit your foe with a melee touch attack.

In addition, if a subject of up to one size category larger than you fails a Strength check (DC equal to your caster level + 12) against your first attack, the driving force of the *tail slap* pushes your foe back 5 feet plus another 5 feet for every 5 points of damage your foe takes.

If a wall or other solid object prevents the subject from being pushed back, the subject instead slams into the object and takes an extra 2d6 points of damage from the impact (no save). The movement of your foe caused by a tail slap does not provoke attacks of opportunity. The chance to push your foe back is only gained on the attack you make in the round when you initially cast the spell.

Special: A dragonblooded character, or a character with the dragon type, has a chance to push back a foe with every attack it makes during the spell's duration, instead of just the first attack made in the round when the spell is cast.

TAIL SWEEP

Evocation [Force]
Level: Sorcerer 4
Components: V, S
Casting Time: 1 standard action
Range: 10 feet
Area: 10-foot-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A partially translucent, scaled tail uncoils from behind you and sweeps through the area, then vanishes as quickly as it appeared.

You evoke a dragon's tail that savagely sweeps through the space around you in a 10-foot radius, dealing 1d6 points of damage per level to all creatures that fail a Reflex saving throw and half that damage to creatures that succeed on the save.

Creatures that fail the Reflex save are also knocked prone.

Special: A dragonblooded character, or a character with the dragon type, casts this spell at +1 caster level.

UNFETTERED GRASP

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 2
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One grappling or pinned creature
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You speak a word of emancipation.

Upon casting this spell, you force the target creature to immediately attempt a grapple check. If it succeeds on that check, the creature immediately ends and escapes from any grapple or pin that it is currently subject to (even if it isn't the creature's turn). Typically, this spell is used to free an ally from the grasp of a creature that is larger and/or stronger than the ally.

This spell was developed by dragonborn sorcerers to better face the threat of their enormous dragon enemies (many of which have the ability to snatch up smaller foes).

WALL OF SCALES

Conjuration (Creation)
Level: Sorcerer 4
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Dragonhide wall whose area is up to one 5-ft. square per level (S)
Duration: 1 minute/level
Saving Throw: See text
Spell Resistance: No

You blow a dragon scale from your palm, and before you sprouts a wall of glittering scales, pulsing like living flesh.

You create a barrier of living dragonhide that is anchored to the ground or floor, or between two vertical surfaces.

A *wall of scales* is 1 inch thick per two caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

You can create a *wall of scales* in almost any shape you desire, provided it is anchored in some fashion. It need not be vertical, and you can shape it into a circular or dome-shaped enclosure about yourself or another creature.

The wall can be destroyed by normal means of dealing damage, as well as by *disintegrate* spells and so forth. It is immune to acid and fire. In addition, the *wall of scales* has damage reduction 5/magic. For every five caster levels above 5th, this damage reduction increases by 5, reaching a maximum of 20/magic at 20th level. Each 5-foot square of wall has 10 hit points per inch of thickness. A section of wall whose hit points are reduced to 0 is breached. It is not possible to break a *wall of scales* with a Strength check.

It is possible, but difficult, to trap mobile opponents within or under a *wall of scales*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Material Component: A pristine dragon scale.

WINGS OF BOUNDING

Evocation [Force]
Level: Sorcerer 1
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous

Immense, partially translucent wings unfurl from behind you for an instant just before you jump, helping you achieve incredible distance or height.

You evoke immense, partially translucent wings that grant you a +20 circumstance bonus on a Jump check you make in the same round when you cast the spell. In addition, if you are intentionally jumping down from a height and you succeed on the DC 15 Jump check to do so, you take falling damage as if you had dropped 30 fewer feet than you actually did.

Special: A dragonblooded character, or a character with the dragon type, gains an additional +1 bonus on the Jump check for every two caster levels (maximum +10).

WINGS OF COVER

Evocation [Force]
Level: Sorcerer 2
Components: V, S
Casting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous

Immense, partially translucent wings unfurl from behind you and completely shield you from the sight of your enemies for a single heartbeat.

Your evoked wings grant cover against a specific attack. If your foe is about to attack you with a melee, ranged, spell, or psionic attack, you can cast this spell immediately, creating a hemispherical barrier (or a spherical barrier if you are not standing on solid ground) of force shaped like dragon wings. The wings of force last just long enough to disrupt your foe's line of effect to you, providing you total cover against a single attack with a weapon, spell, or psionic power. Your foe's first attack in this round cannot be made and is wasted against you, though he could decide to take any other action, including choosing to attack one of your allies instead, or take a full attack action that grants him additional melee attacks against you in this round (if your foe is of high enough level to have additional attacks). The wings unfurl and then dissipate an instant later.

Your foe could choose to attack the area in which you have taken cover with an area attack (such as a *fireball* spell). In this case, you gain a +8 bonus to AC (if applicable) and a +4 bonus on Reflex saves.

Special: A dragonblooded character, or a character with the dragon type, can provide cover for one additional adjacent ally for every three caster levels.

WINGS OF FLURRY

Evocation [Force]
Level: Sorcerer 4
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: 30-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Immense, scaled wings unfurl from behind you and beat at nearby foes in a savage flurry before vanishing as quickly as they appeared.

You evoke flickering dragon's wings that strike at every target in range, dealing 1d6 points of damage per caster level to all designated targets within 30 feet that fail a Reflex saving throw and half that damage to creatures that succeed on the save.

Creatures that fail the Reflex save are also dazed for 1 round.

Special: A dragonblooded character, or a character with the dragon type, casts this spell at +1 caster level.

WINGS OF SWIFT FLYING

Evocation [Force]
Level: Sorcerer 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until underlying flight effect lapses; see text

Immense, partially translucent wings unfurl from behind you and begin to beat expertly against the air, accelerating your flight.

After you have already cast *fly* or *overland flight* or are enjoying some other temporary power or magical flight effect, you can cast *wings of swift flying* to increase your speed. This spell evokes ghostly, translucent wings that add 30 feet to your fly speed granted by the underlying spell for that spell's duration. When the underlying flight effect's duration elapses, the *wings of swift flying* spell also immediately ends.

Only characters who are already enjoying the effect of flight granted by a spell, power, or other temporary magical or psionic effect can make use of this spell. Characters who are flying through some other means (such as natural wings of their own) gain no benefit from casting this spell.

Special: A dragonblooded character, or a character with the dragon type, adds an additional 10 feet to her fly speed when this spell is cast (total 40-foot bonus to fly speed).

PSIONIC POWERS

Dragons are creatures of magic, not psionics, but that doesn't prevent psionically gifted individuals from encountering them. The following powers have been perfected by such individuals after their observations od dragonkind. Each is designed to replicate or thwart some aspect of dragonhood.

Existing dragon-related powers from the *Expanded Psionics Handbook* include *breath of the black dragon*, which produces a dragonlike breath weapon, and *crisis of breath*, which potentially disrupts a dragon's ability to breathe when the power is augmented.

PSION/WILDER POWERS

3rd Level

Breath Barrier: You create a quasi-real barrier that moves with you.

4th Level

Dragon Hearted: You gain an energy immunity and vulnerability depending on your preference for red or white dragons.

Evade Breath: You slide out of range of a breath weapon.

5th Level

Sense of the Dragon, Psionic: You gain dragonlike senses.

PSYCHIC WARRIOR POWERS

2nd Level

Evade Breath: You slide out of range of a breath weapon.

3rd Level

Breath Barrier: You create a quasi-real barrier that moves with you.

4th Level

Dragon Hearted: You gain an energy immunity and vulnerability, depending on your preference for red or white dragons.

5th Level

Sense of the Dragon, Psionic: You gain dragonlike senses.

BREATH BARRIER

Metacreativity
Level: Psion/wilder 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 1 minute/level (D)
Power Points: 5

A sparkling golden sphere forms around you, moving as you move.

You create a quasi-real barrier in the shape of a sphere that shimmers with golden sparkles and moves with you. Creatures and objects can enter or leave the area unimpeded. A *breath barrier* blocks fog, foglike effects, and gases created by spells such as *fog cloud* or *cloudkill* or by breath weapons that are poison gas.

When used as a barrier against breath weapons that deal hit point damage directly, the sphere absorbs up to 60 points of damage from one or more breath weapons before collapsing (at which time the power ends). A *breath barrier* takes damage as though it were a creature that failed its saving throw against the breath weapon being used.

Augment: For every 2 additional power points you spend, the barrier can absorb an additional 12 points of breath weapon damage before collapsing.

DRAGON HEARTED

Psychometabolism
Level: Psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 5

Your skin takes on a reddish hue, and you feel a chill sweep through your body.

You can choose to emulate the heart of a red dragon or a white dragon. If you choose white, you gain immunity to cold and vulnerability to fire. If you choose red, you gain immunity to fire and vulnerability to cold.

Augment: If you spend 4 additional power points, you can manifest this power as an immediate action.

EVADE BREATH

Psychometabolism
Level: Psion/wilder 4, psychic warrior 2
Display: Material
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: Psion/wilder 7, psychic warrior 3

A sheen of false flesh falls away from you—a false echo designed to protect you from dragon breath.

You throw off a faux ectoplasmic shell, allowing you to slide out of range of a breath weapon. When you manifest this power in conjunction with making a successful Reflex save against a breath attack that normally deals half damage on a successful save (such as a red dragon's fiery breath), you instead take no damage.

Augment: If you spend 4 additional power points, you take only half damage on a failed Reflex save.

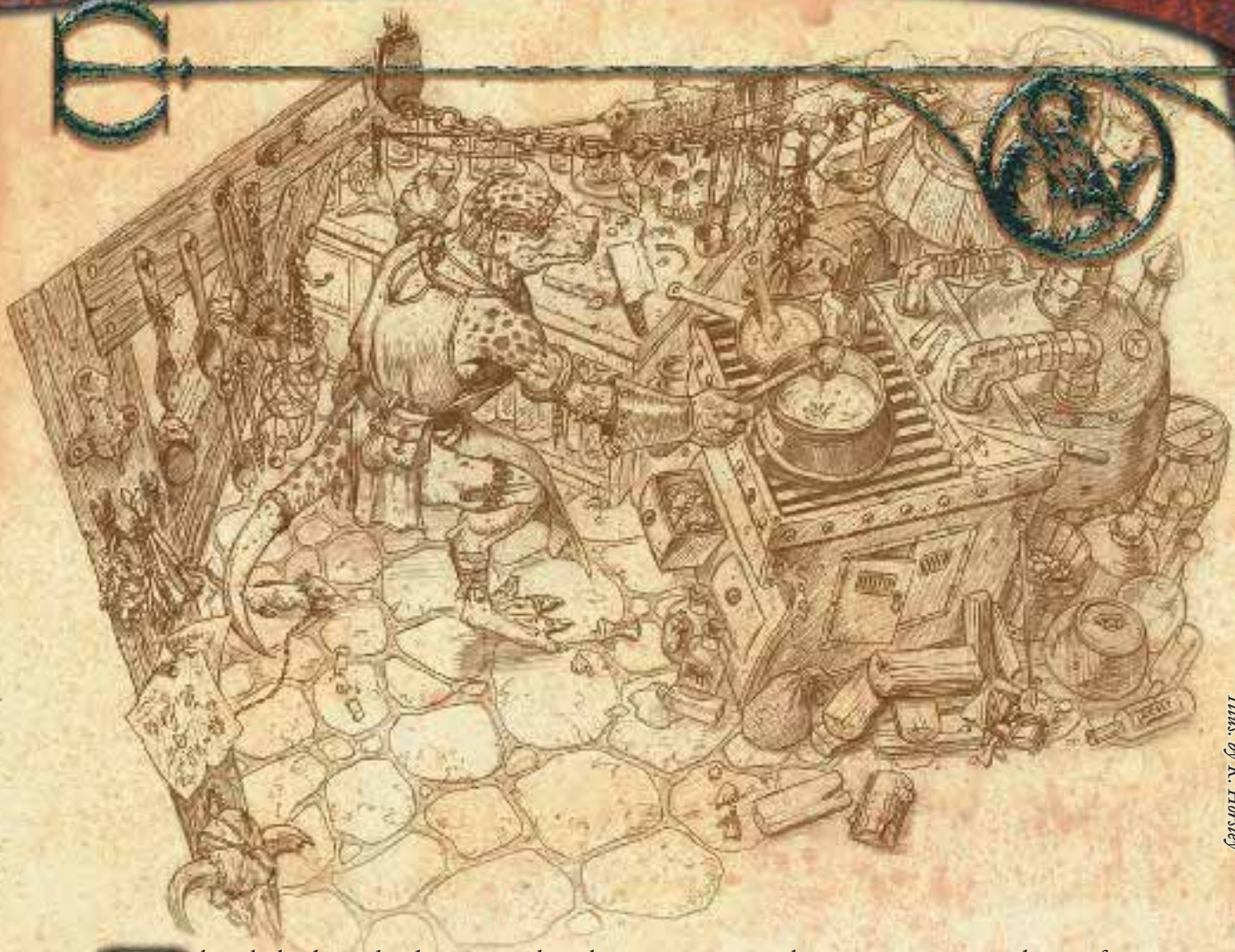
SENSE OF THE DRAGON, PSIONIC

Psychometabolism
Level: Psion/wilder 5, psychic warrior 5
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level (D)
Power Points: 9

Your iris color expands to fill your eyes, and your pupils lengthen into oblong, vertical slits.

As *sense of the dragon* (see page 117), except as noted here.

Augment: For every 2 additional power points you spend, the blindsense granted by this power increases in range by 5 feet.



Illus. by R. Horsley

Though the dragonkind races are relatively rare, their unique outlook on the world coupled with their draconic ingenuity have led them to develop a number of items specific to their cultures. Kobolds are particularly smitten by the inventing bug, though many of the items they claim to have invented can be traced to origins elsewhere as well. Whether this duplication is due to imitation or independent development is a matter of contention in some circles.

NEW ARMOR MATERIALS

Weapons and armor can be formed out of many unusual materials. Two that are particularly relevant to certain dragonborn characters, chitin armor and colored armor, are described below.

CHITIN ARMOR

Kobold armorsmiths have recently begun mass-producing suits of armor made from the organic hides of giant beetles (*MM* 204–205). The smiths claim that this advance results from their own hard work and study, though it is widely believed that they were taught the basic secrets of chitin armorworking by the troglodytes.

Though less durable than dragonhide, chitin armor (also known as beetleback armor) has other advantages. Chitin is less restricting than metal, even though it weighs the same amount. The maximum Dexterity bonus of an armor or shield made of chitin is 1 greater than that of the same type of armor made from metal. Breastplates, half-plate armor, full plate armor, and shields can be made from chitin. (Typically, the only kind of shield crafted from chitin is a tower shield, since most shields don't have a maximum Dexterity bonus.)

A single giant beetle provides enough material to create a single breastplate or tower shield sized for a character of the same size category as the beetle (or two such items for a character two or more sizes smaller than the beetle). For example, a Large giant stag beetle has enough chitin to make either a breastplate or a tower shield sized for a Large character, or two such items for Medium or smaller characters. A suit of half-plate or full plate armor takes twice as much chitin, while a light shield or heavy shield takes half as much. (A chitin buckler can be made from the cast-off bits of any giant beetle.) The chitin from multiple giant beetles can be combined; a Small beetle counts as half of a Medium beetle, a Medium beetle as half of a Large beetle, and so forth.

Because chitin armor isn't made from metal, druids can wear it without penalty. Armor and shields fashioned from chitin are always masterwork items; the masterwork cost is included in the prices given below. Chitin armor or shields cost double what

Chitin armor

masterwork armor of that type ordinarily costs, but take no longer to make than ordinary armor of that type.

Chitin armor has 10 hit points per inch of thickness and hardness 5.

COLORED METAL

Kobolds and spellscales working together have perfected the process of smelting certain minerals into metal ore to create colored or tinted ingots. Any shade of red, orange, yellow, green, blue, indigo, violet, black, or white can be created to suit any preference with marginal effort. Though the effect is only superficial, colored metal items still typically cost 10% to 25% more due to the extra care required in creating the items. Spellscales are the primary purchasers of armor and weapons made from colored metal.

Colored metal has no effect on a weapon or armor's game statistics.

SPECIAL SUBSTANCES AND ITEMS

Kobolds take credit for the following alchemical innovations, but other races claim many as their own creations. Both drow and deep gnomes consider sundark goggles to be one of their race's accomplishments, for example.

Table 8–1: Special Substances and Items

Item	Cost	Weight
Bitterleaf oil	25 gp	—
Ditherbomb (strong)	300 gp	1/2 lb.
Ditherbomb (weak)	100 gp	1/2 lb.
Ditherbomb (wyrm)	1,000 gp	1 lb.
Fire beetle lamp	10 gp	1 lb.
Sundark goggles	10 gp	—

Bitterleaf Oil: Kobolds use this salve to keep their scales healthy and shiny. Each bottle of bitterleaf oil holds enough for ten applications. If the oil is applied each day (a full-round action), it staves off shedding indefinitely. In addition, on any day when bitterleaf oil is applied, the character naturally heals 1 additional point of damage per HD (max. 5) with a full night's rest.

Ditherbomb: These are spherical explosive devices created by kobold alchemists to reduce large boulders to rubble during mining operations. They have also been adapted for military purposes. Activating a ditherbomb is move action that involves violently shaking the device, which explodes 1d3 rounds later. (Violently shaking the bearer of a ditherbomb often sets the bomb off as well.) Throwing a ditherbomb is a standard action.

Ditherbombs come in three varieties, each of which deals a different amount of damage and has a different blast radius. Weak ditherbombs deal 1d6 points of acid damage to creatures and objects in a 5-foot-radius burst (Reflex DC 10 half). Strong ditherbombs deal 1d4×1d6 points of acid damage (Reflex DC 12 half) in a 10-foot-radius burst. The

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, the *Expanded Psionics Handbook* introduced another new action type: the immediate action. Some of the class features, feats, spells, and items in *Races of the Dragon* use these concepts. A description of how they work follows.

Swift Action: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve magic or psionics, or the activation of magic or psionic items; many characters (especially those who don't use magic or psionics) never have an opportunity to take a swift action.

Casting a quickened spell or manifesting a quickened power is a swift action. In addition, casting any spell or manifesting any power with a casting time or manifesting time of 1 swift action (such as *breath avoidance*) is a swift action. Casting a spell or manifesting a power with a casting or manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Action: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

most potent ditherbombs, called wyrm ditherbombs, deal 1d6×1d8 points of acid damage in a 15-foot-radius burst (Reflex DC 15 half). The damage dealt by a ditherbomb ignores the hardness of stone.

The more powerful ditherbombs are inherently unpredictable, as reflected in their variable damage values. To determine the damage dealt by a strong ditherbomb or a wyrm ditherbomb, roll two different dice and multiply the results. For example, a strong ditherbomb deals 1d4×1d6 points of damage, which means that you roll 1d4 and 1d6 and multiply the result together to determine the damage it deals when it explodes. The strong ditherbomb is thus just as likely to deal 1 point of damage as it is to deal 24 points of damage (but is most likely to deal somewhere around 9 points of damage). A wyrm ditherbomb's average damage is about 16 points.

Fire Beetle Lamp: This lamp uses the luminous gland located above each eye of a fire beetle as its light source. Thanks to a special alchemical treatment, a fire beetle lamp shines as brightly as a common lamp (bright illumination out to 15 feet, shadowy illumination to 30 feet) and lasts for 6 days after creation. (Most fire beetle lamps are put into service immediately upon creation, but some unscrupulous merchants sell lamps after they have been used for a few days.) Kobold miners use these lamps when they need to see more than darkvision typically allows, specifically when color might be important.

Sundark Goggles: The smoked lenses of these goggles block light. They are typically fixed into a band of canvas that clasps together at the back to keep the goggles from falling off. Sundark goggles negate the dazzled condition experienced by a creature with light sensitivity while in bright illumination. As a side effect, they grant the wearer a +2 circumstance bonus on saving throws against gaze attacks. A creature wearing sundark goggles can't use a gaze attack, since other creatures can't see its eyes. Creatures without low-light vision or darkvision that wear sundark goggles take a –2 penalty on Search and Spot checks.

WONDROUS ITEMS

Dragons are inherently magical, and those who carry their blood enjoy a natural proficiency with the arcane. Dragonkind characters are often drawn to spellcasting classes. Even those who do not pursue such paths can still make effective use of magic items.

Table 8–2: Wondrous Items

Minor Items	Market Price
Amulet of warmth	1,000 gp
Angriz's chest	1,000 gp
Medallions of Io	1,000 gp
Memento magica (1st)	1,500 gp
Softhands gloves	2,000 gp
Folding trap, scything blade	3,400 gp
Folding trap, wall blade	5,000 gp
Memento magica (2nd)	6,000 gp
Medium Items	**Market Price**
Folding trap, tripping chain	7,600 gp
Memento magica (3rd)	13,500 gp
Spellflinging spear	21,302 gp
Memento magica (4th)	24,000 gp
Necklace of dragon's teeth	24,000 gp
Major Items	**Market Price**
Folding trap, ceiling pendulum	28,200 gp
Folding trap, wall scythe	34,400 gp
Memento magica (5th)	37,500 gp
Memento magica (6th)	54,000 gp
Memento magica (7th)	73,500 gp
Memento magica (8th)	96,000 gp
Memento magica (9th)	121,500 gp

AMULET OF WARMTH

Amulets of warmth are personal devices designed to keep humanoids comfortable in any environment.

Lore: These devices were originally crafted for kobolds whose search for new mining locations kept them away from their warm lairs. (Knowledge [geography] DC 10 or Knowledge [dungeoneering] DC 20)

Description: An *amulet of warmth* typically takes the form of a simple amulet or brooch, though it can be fashioned into some other form of personal jewelry.

Activation: As a free action, tapping an *amulet of health* turns the item on. Tapping it again turns the item off.

Effect: An *amulet of warmth* produces an ambient cocoon of 70°F, protecting the wearer and his equipment from both cold and heat. If an *amulet* takes any amount of cold damage, however, it ceases to function for 24 hours.

Aura/Caster Level: Faint abjuration; CL 3rd.

Construction: Craft Wondrous Item, *endure elements*, 500 gp, 40 XP, 1 day.

Weight: 1/2 lb.

Price: 1,000 gp.

DRAGONBLOOD ITEMS

Crafters that have the dragonblood subtype often create magic items that are sensitive to the user's nature. Such items are "keyed" to the wielder's draconic heritage and must be held or touched in a specified way by the prospective user. Sometimes the item's manufacture reflects this: A sword's grip might have indentations for fingers or claws, an amulet could have a small spike to prick the wearer's skin, and so forth. Two types of dragonblood items exist—those with restricted use and those with hidden potential. Neither of these added sensitivities has an impact on the price of an item or its cost to create. It is up to the crafter to decide whether one of these traits is appropriate for the item in question.

Restricted Use Items: A crafter can make an item usable only by a creature with draconic ancestry. A user without the dragonblood subtype enjoys only the nonmagical qualities of the item: a masterwork suit of armor, a beautiful ring, and so forth. A wielder that has draconic blood can use the item in the normal way.

Hidden Potential Items: A user that has the dragonblood subtype is able to activate a special ability worked into the item that is unavailable to others. For example, a *+1 flaming longsword* is instead a *+1 flaming burst longsword* in the hands of a dragonblooded wielder.

ANGRIZ'S CHEST

This container keeps meat fresh and wholesome.

Lore: Angriz Ulhargix is a half-dragon wizard, a gourmet cook, and a voracious carnivore. His monstrous nature makes it difficult for him to shop for food frequently in the normal fashion, so he crafted this box to keep large quantities of meat indefinitely. In this way, he could order an entire haunch of game once in a while and consume it at his leisure. The item has since become popular with those who can afford it, especially the proprietors of large eating establishments and the managers of nobles' kitchens. It has come to be known as *Angriz's chest,* though its creator simply called it a "preserving box." (Knowledge [arcana] DC 20)

Description: An *Angriz's chest* is a box, about 4 feet on a side, made of stout wood (usually oak) and lined with oilcloth to prevent leakage.

Effect: Any dead flesh kept within the box remains fresh and palatable indefinitely. Once removed, the flesh begins to decay at the normal rate. Putting partly decayed meat into the box arrests further rot but does not reverse previous effects.

Aura/Caster Level: Faint necromancy; CL 1st.

Construction: Craft Wondrous Item, *gentle repose,* 500 gp, 40 XP, 1 day.

Weight: 50 lb.

Price: 1,000 gp.

FOLDING TRAP

Folding traps were invented by a master kobold trapmaker to aid in timely retreats.

Lore: These devices are usually constructed by kobolds to provide quick installation of traps, as well as to easily carry along useful traps when they are retreating from their lair. (Knowledge [arcana] DC 15 or Knowledge [history] DC 25)

Description: A *folding trap* is a small wooden ball the size of a large apple, every square inch of which has been etched with symmetrical Draconic runes. These carvings contain a hidden code that reveals the *folding trap*'s command words. (Decipher Script DC 20)

Activation: As a standard action, speaking the word "expand" in Draconic (*turalisjth*) causes the wooden ball to unfold into a trap that attaches itself to the available supporting framework (floor, ground, trees, walls). Speaking the word "shrink" in Draconic (*kosjth*), another standard action, while within 30 feet of the trap causes it to fold into a wooden ball once again.

Effect: Several varieties of *folding trap* exist, each based on one of the sample traps presented in the *Dungeon Master's Guide* beginning on page 70. The known variations on this item include the *scything blade folding trap* (CR 1), the *wall blade folding trap* (CR 1), the *tripping chain folding trap* (CR 2), the *ceiling pendulum folding trap* (CR 3), and the *wall scythe folding trap* (CR 4). Once activated, a *folding trap* is indistinguishable from a normal trap of its kind except for the trap's magical aura (see below).

Aura/Caster Level: Faint transmutation; CL 5th.

Construction: Craft Wondrous Item, *create trap**, *shrink item*, creator must have 5 ranks of Craft (trapmaking); 1,700 gp, 136 XP, 4 days (scything blade); 2,500 gp, 200 XP, 5 days (wall blade); 3,800 gp, 304 XP, 8 days (tripping chain); 14,100 gp, 1,128 XP, 29 days (ceiling pendulum); 17,200 gp, 1,376 XP, 35 days (wall scythe).

*New spell described on page 112.

Variants: Other varieties of *folding trap* might also exist, but they all must involve the use of mechanical traps that have an automatic reset (no arrow traps), don't represent a significant change to the physical environment (no pits or flooding chambers), and don't incorporate poison, magic, or living organisms (no toxic blades or brown mold).

Weight: 1 lb.

Price: 3,400 gp (scything blade); 5,000 gp (wall blade); 7,600 gp (tripping chain); 28,200 gp (ceiling pendulum); 34,400 gp (wall scythe).

MEMENTO MAGICA

Sorcerers, bards, and all spontaneous spellcasters of all sorts can benefit from a *memento magica*.

Description: A *memento magica* appears to be an amethyst cunningly cut into some draconic shape, often that of a dragon's scale.

Effect: A *memento magica* is a great aid to spontaneous spellcasters such as sorcerers, bards, and favored souls (see *Complete Divine* page 6), much as a *pearl of power* is to casters who prepare spells. Once per day on command, a *memento magica* enables its possessor to regain any one spell slot that she had previously used that day. The spell slot is available just as if a spell had not been cast. A *memento magica* can only recall a spell slot of the level it was created to hold. Different *mementos magica* exist for recalling one spell slot per day of each level from 1st through 9th.

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Wondrous Item, creator must be able to spontaneously cast spells of the spell level to be recalled; 750 gp, 60 XP, 2 days (1st); 3,000 gp, 240 XP, 6 days (2nd); 6,750 gp, 540 XP, 14 days (3rd); 12,000 gp, 960 XP, 24 days (4th); 18,750 gp, 1,500 XP, 38 days (5th); 27,000 gp, 2,160 XP, 54 days (6th); 36,750 gp, 2,940 XP, 74 days (7th); 48,000 gp, 3,840 XP, 96 days (8th); 60,750 gp, 4,860 XP, 122 days (9th).

Weight: —

Price: 1,500 gp (1st); 6,000 gp (2nd); 13,500 gp (3rd); 24,000 gp (4th); 37,500 gp (5th), 54,000 gp (6th); 73,500 gp (7th); 96,000 gp (8th); 121,500 gp (9th).

NECKLACE OF DRAGON'S TEETH

A *necklace of dragon's teeth* summons a troop of loyal draconic warriors to your aid.

Lore: Legends say that in the early days of the world, nearly all human life was wiped out in a great catastrophe. Sphenos, the Great Wyrm of the Earth, took pity on the few survivors and gave a bag filled with his own teeth to the farmer Imguten, telling him to sow them behind him in the earth as he walked. From the scattered teeth arose new people, the children of earth. (Knowledge [religion] DC 15)

Imguten saved some of the teeth against future need. Generations later, when his descendants were being threatened by barbarians, they found the sack and planted the remaining teeth. These teeth then sprang up into fierce warriors who drove back the invading horde. These strings are made in remembrance of that miracle. (Knowledge [religion] DC 20)

Description: A *necklace of dragon's teeth* is a simple leather cord strung with pierced fangs, each about 2 inches long. Sometimes the ends are loosely tied so that it can be worn around the neck. (It does not count as an item worn around the neck for the purpose of determining which of a character's magic items are effective.) A strand initially has twelve fangs, though it can be discovered with fewer fangs than this (reduce the price proportionately).

Activation: As a standard action, you remove a fang from the string and throw it onto the ground.

Effect: A thrown fang grows into a draconic myrmidon that acts on your turn on the following round (see the statistics block below). The myrmidon remains for 10 rounds or until it is slain, and either defends you loyally or attacks a target of your choice. The myrmidon understands your spoken commands regardless of the language you speak.

Aura/Caster Level: Moderate conjuration; CL 10th.

Construction: Craft Wondrous Item, *summon monster IV*, 12,000 gp, 960 XP, 24 days.

Weight: —

Price: 24,000 gp.

Draconic Myrmidon — CR 4

Draconic human warrior 4
LN Medium humanoid
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +5
Language Common

AC 18, touch 10, flat-footed 18
hp 26 (4 HD)
Immune normal disease
Fort +6, **Ref** +1, **Will** +2; +4 against magic sleep and paralysis

Speed 20 ft. (4 squares)
Melee mwk longsword +9 (1d8+3/19–20) or
Melee 2 claws +7 (1d3+3)
Base Atk +4; **Grp** +7
Atk Options Blind-Fight

Abilities Str 16, Dex 11, Con 14, Int 10, Wis 9, Cha 10
Feats Blind-Fight, Iron Will[B], Weapon Focus (longsword)
Skills Intimidate +8, Listen +3, Spot +5
Possessions breastplate, heavy steel shield, masterwork longsword

Medallions of Io

These are plain, burnished metal disks that grant some of the strength of the Concordant Dragon to their users.

Lore: Io's holy symbol is a featureless metal disk with a sheen of many colors, symbolizing the common heritage of all dragons as well as the spinning disk of the Blending (see page 66). In honor of that creative act, the Singers of Concordance created the *medallions of Io* to aid the Ninefold Dragon's children throughout the world. (Knowledge [arcana] DC 20)

Description: Each *medallion of Io* is an unremarkable coin-sized disk made from an alloy of precious and base metals. The exact mixture of metals produces a colored sheen that corresponds to one of the ten standard dragon varieties.

Activation: As a standard action, you press a disk into the center of your brow, where it remains magically attached and active for 1 hour. It does not count as an item worn on the head for the purpose of determining which of a character's magic items are effective. At the end of the hour, the medallion loses its magic and falls to the ground.

Effect: Each of the ten disks has a different benefit according to its sheen, as given below.

Black: Resistance to acid 10 and a +4 bonus on Handle Animal checks when dealing with reptiles.

Blue: Resistance to electricity 10 and a +4 bonus on Bluff checks.

Green: Resistance to acid 10 and the ability to make untrained Diplomacy checks to affect the attitude of plant creatures. The DC of these checks is increased by 5.

Red: Resistance to fire 10 and a +4 bonus on Will saves against illusion spells and effects.

White: Resistance to cold 10 and a +4 bonus on Balance checks.

Brass: Resistance to fire 10 and a +4 bonus on Handle Animal checks.

Bronze: Resistance to electricity 10 and a +4 bonus on Sense Motive checks.

Copper: Resistance to acid 10 and a +4 bonus on Perform checks.

Gold: Resistance to fire 10 and a +4 bonus on Fortitude saves against effects that damage, drain, or apply a penalty to the wearer's ability scores.

Silver: Resistance to cold 10 and a +4 bonus on checks to resist being knocked down by wind, overrun and trip attempts, and similar effects.

Aura/Caster Level: Faint abjuration; CL 6th.

Construction: Craft Wondrous Item, *resist energy*, creator must be a Singer of Concordance (see page 91); 500 gp, 40 XP, 1 day.

Weight: —

Price: 1,000 gp.

Softhands Gloves

Softhands gloves help disguise your draconic pedigree without drawing attention to you.

Description: These cloth gloves are made of a stretchy material that allows them to fit over the hands of human-shaped creatures from Small to Large size.

Effect: As long as you are wearing the gloves, your skin, hair, and eyes lose overtly draconic features such as scales, horns, slit pupils, and so forth. You resemble an ordinary member of your nondraconic race, negating any penalty on Disguise checks you would ordinarily take when disguising yourself as a different race.

While wearing the gloves, you lose any natural claw attacks you might have. Your hands appear ordinary. The gloves themselves are no longer visible once worn but blend with the wearer's apparent skin.

Aura/Caster Level: Faint transmutation; CL 3rd.

Construction: Craft Wondrous Item, *alter self*, 1,000 gp, 80 XP, 2 days.

Weight: —

Price: 2,000 gp.

Spellflinging Spear

A *spellflinging spear* is a potent weapon highly prized by kobold sorcerers.

Lore: These spears are awarded to kobold sorcerers for consistently protecting their lair without ever needing to be protected themselves. (Knowledge [history] DC 10 or Knowledge [local] DC 20)

The ore that goes into making *spellflinging spears* is an amalgam of red copper and steel. (Profession [miner] DC 15 or Craft [armorsmithing, blacksmithing, or weaponsmithing] DC 25)

Description: A *spellflinging spear* is a Small *+1 returning spell storing spear*, the piercing blade of which is tinted with ruby red metal and has a shaft of light steel.

Activation: As a swift action (see page 122), speaking the word "expand" in Draconic (*turalisjth*) elongates the weapon, speaking the word "shrink" in Draconic (*kosjth*) shortens the weapon, and speaking the word "normal" in Draconic (*munth*) returns a *spellflinging spear* to normal size.

Effect: Once elongated, a *spellflinging spear* has all the characteristics of a longspear. Once shortened, a *spellflinging spear* has all the characteristics of a shortspear.

A *spellflinging spear* always weighs as much as a spear and has hardness 12 and 20 hit points, regardless of its shape.

Aura/Caster Level: Strong evocation (plus the aura of the stored spell, if not already present) and transmutation; CL 12th.

Construction: Craft Magic Arms and Armor, *shrink item*, *telekinesis*, CL 12th, 10,802 gp, 840 XP, 11 days.

Variants: More powerful versions of the *spellflinging spear* often add the distance and/or the gnome bane weapon special abilities (*DMG* 224). Adding one of these abilities increases the weapon's price by 14,000 gp; adding both increases it by 32,000 gp.

Weight: 3 lb.

Price: 21,300 gp.

DRACONIC GRAFTS

Many of the dragon-descended are born of a union between a dragon in humanoid form and a true humanoid. A few creatures take matters into their own hands, however, controlling draconic bloodlines with amazing results. These beings capture the living eggs of dragons and experiment on the unborn wyrmlings, whether to enhance their own or others' abilities, create new forms of life, or bring "salvation" from evil. These individuals are known as wyrmgrafters.

Many wyrmgrafters have some magical aptitude, although such talent is not a requirement for being able to create a graft. The "weird science" of draconic grafts appeals to anyone who specializes in secret knowledge. Many wyrmgrafters have a draconic bloodline, but they can come from any race and culture. Some are idealists (or zealots) who believe their work can turn an evil dragon from its otherwise doomed existence.

Wyrmgrafters are a strange lot, each not generally aware of others following this pursuit. Each has her own way of going about research and experimenting on candidate creatures. Despite the lack of an overarching organization, the all-consuming desire for esoteric knowledge does bring wyrmgrafters into contact with one another from time to time. Occasionally a wyrmgrafter sponsors a gathering of like-minded individuals, a weeklong event held at the sponsor's base of operations or at a nearby hall or inn. These events typically have lectures and hands-on demonstrations interspersed with leisure activities.

GRAFTING

Creating a graft involves taking a portion of an existing creature and transplanting it into or onto the body of another living creature. Grafting is essentially an alternative method of item creation, and its benefits are many. Bearers gain the benefits of magic items without actually wearing the items. Many grafts are difficult to spot under casual observation, allowing their bearer an unseen advantage when other potent items are unavailable. Some players find that grafts are more flavorful and interesting than traditional magic items—while wearing a pair of magic gloves is somewhat mundane, actually transforming your hands with draconic claws makes a real statement.

The draconic grafts in this book have the following rules in common. (These follow the revised graft rules presented in *Magic of Eberron*.)

Draconic grafts can be created and applied only by someone with the Wyrmgrafter feat. While the creation and application of a graft is similar in theory to the principles involved in the creation of wondrous items, grafts involve the magical manipulation of biological processes and structures. The grafter must be able to manipulate draconic life energy on a minute scale. More information on creating grafts is presented below. The Wyrmgrafter feat is described on page 101 of this book.

An individual can have a total of five grafts on his body, and all grafts must be of the same kind. A single body can support only so many growths before it is overwhelmed with competing biomagical signals, resulting in death or, as is more often the case, utter madness. No portion of the body (head, skin, flesh, legs, and arms) can have more than one graft. Furthermore, no character can have more than one type of graft—for instance, both a draconic graft and an undead graft (described on page 70 of *Libris Mortis* or page 214 of *Fiend Folio*). Rumors of attempts to bypass these biological limits abound, but such monstrosities—for that is what such creatures become—rarely live long.

A graft requires a sacrifice from the host. The draconic grafts presented here take a toll on a creature's body. In most cases, a graft simply applies a permanent reduction to the character's hit point total. This is not damage and can't be healed. In others, a graft might cause a permanent reduction in an ability score or a permanent penalty on certain checks or saves. A creature with a graft cannot get rid of the penalties or other costs of a graft unless the graft is removed. The specific extra cost of a graft is provided with each graft's description under the Sacrifice entry.

All draconic grafts are grown from tissues taken from one or more creatures. Typically, this involves removing a sample of flesh from an unhatched wyrmling and growing it onto a living creature. Each graft has a Donor entry, which describes where the graft originates from. If taken from a donor creature, the graft tissues must be no more than 7 days old when creation of the graft begins. The donation typically does not harm the

donor creature, though some wyrmgrafters prefer to take donations from dead donors for their own safety.

Grafts are difficult to remove. Grafts have no statistics of their own and can't be attacked or damaged separately from the creature to which they are grafted. A character with the Wyrmgrafter feat can remove a draconic graft safely from a living creature; this requires 8 hours of work in a quiet setting (similar to creating a graft). A graft that has been safely removed can be applied to another character, though this application must take place within 24 hours of its removal and deals 4d6 points of Constitution damage to the receiving character. Without the proper feat, a graft can be removed only if the body part to which it is grafted is removed (a grisly task to be sure); even then, the graft tissue instantly dies and can't be reused.

Similarly, a graft on a creature that is killed also dies instantly and can't be harvested and reused. Among other effects, this means that an NPC's graft probably can't be recovered as treasure. For tips on dealing with this in the game, the DM should consult the Draconic Grafts as Treasure sidebar (see page 129). A graft should, however, be treated as part of a creature for the purpose of being brought back from the dead, so a character who is killed and resurrected returns with her grafts intact.

A graft is not a magic item. It does not radiate a magical aura once completed, and it does not take up space on the body as a magic item would. A graft can't be suppressed with *dispel magic*, nor is it affected by an *antimagic field* or similar effect.

Multiple draconic grafts bestow a cumulative benefit upon their host. A character with at least two draconic grafts gains damage reduction x/magic, where x equals the number of draconic grafts he has minus one (DR 1/magic for two draconic grafts, DR 2/magic for three, and so on). In addition, if the character has at least two draconic grafts, his natural attacks are treated as magic weapons for the purpose of overcoming damage reduction.

CREATING A DRACONIC GRAFT

The creation of a draconic graft must be done in a quiet and comfortable setting and requires a supply of materials, including the donated tissue sample or body part (see below). The cost of the materials is subsumed in the cost of creating the graft. Creating a graft otherwise works like crafting a wondrous item, including the cost to create, time required, preparation of spells required, and expenditure of components, focuses, or XP required by the spells (except as noted below). If a graft incurs extra costs in material components or XP, as noted in its description, these costs are in addition to those derived from the graft's base price.

Unlike with creating normal magic items, draconic grafts need not be crafted over consecutive days. A wyrmgrafter can spend a day here and there tending to a growing graft. It is not functional until the total time necessary to complete the graft is spent. However, he cannot skip more than 7 days during his work on an incomplete graft; doing so means the incomplete graft dies, and he loses a portion of the gp involved in the graft's creation equal to the amount of time spent working on it. No XP is lost until the graft is completed. A wyrmgrafter must devote 8 hours to the task on any day when he works on a graft. Failure to do so means the day's work is wasted, and no gp or XP are spent.

The recipient of a draconic graft doesn't incur any of the costs involved with acquiring a graft until it is attached during the second phase of the procedure. A completed graft can be attached to a recipient in a procedure that takes 8 hours, during which time both the grafter and the recipient must be present. If a graft is not attached to a recipient within 1 day of when it is completed, the graft requires 1 hour of care from the wyrmgrafter each day thereafter to keep it from dying.

Draconic Grafts

Graft	Market Price
Dragonbone legs	8,000 gp
Gleaming scales	*9,000 gp*
Glaring eye	10,000 gp
Dragonheart presence	12,000 gp
Frightful crest	28,000 gp
Smashing tail	30,000 gp
Taloned arm	34,000 gp
Metabolic fire	56,000 gp
Resilient scales	70,000 gp
Buffeting wings	100,000 gp

BUFFETING WINGS

Your arms sprout veined membranes, granting you the power of flight and allowing you to strike your enemies.

Location: Arms.

Description: Each of your arms sprouts rays of cartilage supporting fins (if from a metallic dragon) or long bone projections connected by taut flesh (if from a chromatic dragon). The membranes of your *buffeting wings* fold down when not in use. You can still wear and benefit from clothing and armor, though wearing a shield limits your wings' effectiveness (see below).

Activation: Using *buffeting wings* to fly requires a move action, as normal for any move. Using a wing to make a slam attack is an attack action, or part of a full attack action if you are using both wings or additional natural weapons.

Effect: You gain a fly speed equal to your base land speed with average maneuverability. You can't carry aloft more than a light load. If you already have wings, this benefit replaces your original fly speed and maneuverability. You can't use your *buffeting wings* to fly if you are wearing a shield (other than a buckler).

You can also use *buffeting wings* to make up to two secondary slam attacks, but only while standing on the ground. Each attack deals damage as a wing attack made by dragon of your size (1d4 points for a Medium creature). You cannot attack with weapons held in your hands during the same round that you use *buffeting wings* (though you can use other natural attacks), and you can't use a wing to attack if that arm wears a shield (other than a buckler).

In addition to the hit point cost, these wings reduce your overall agility, resulting in a permanent –2 penalty to Dexterity.

Construction: Wyrmgrafter, *overland flight* or *flight of the dragon**, 50,000 gp, 4,000 XP, 100 days.

*Spell described in *Draconomicon*, page 113.

Donor: A tissue sample from an unhatched wyrmling.
Sacrifice: 8 hp, –2 Dexterity.
Price: 100,000 gp.

DRAGONBONE LEGS

Powerful draconic leg bones are grafted into each of your legs, giving you greater physical might in athletic tasks.

Location: Legs.

Description: Your legs become thicker and more heavily muscled as the new bone takes hold. Since the tissue graft is internal, the appearance of your skin is unchanged.

Activation: A host uses *dragonbone legs* as part of the appropriate action to use the skill in question (Climb, Jump, or Swim). No special activation is required.

Effect: You gain a +4 bonus on Climb, Jump, and Swim checks.

Construction: Wyrmgrafter, *bull's strength*, 4,000 gp, 320 XP, 8 days.

Donor: A bone sample from a living dragon.

Sacrifice: 4 hp.

Price: 8,000 gp.

DRAGONHEART PRESENCE

A bit of a dragon's heart tissue is grafted into your chest, giving you some of the dragon's indomitabile spirit.

Location: Flesh.

Description: Although your appearance does not undergo an obvious physical change, you ooze confidence and pride. If the donor was a chromatic dragon, this attitude is tinged with arrogance and a certainty of victory. If the flesh came from a metallic dragon, you radiate an air of watchful patience.

Activation: *Dragonheart presence* is always active once the graft is installed. It requires no action on your part to activate or deactivate.

Effect: You gain immunity to paralysis effects and the frightful presence of dragonkind. In addition, you gain a +2 bonus on Bluff, Diplomacy, Gather Information, and Intimidate checks you make involving a creature with the dragonblood subtype.

Construction: Wyrmgrafter, *remove paralysis*, 6,000 gp, 480 XP, 12 days.

Donor: A piece of flesh from an unhatched wyrmling's heart.

Sacrifice: 4 hp.

Price: 12,000 gp.

A frightful crest bestows the power of dragonfear on the grafted creature

Illus. by Daarken

FRIGHTFUL CREST

Your head has been adorned with a portion of the crest, spikes, or horns of the donor dragon. You gain an aura of fear similar to a dragon's frightful presence.

Location: Head.

Description: A *frightful crest* takes the form of the primary head ornament of the dragon from which it was taken; for example, a graft from a black dragon has its characteristic crumpled horns, while that from a silver dragon is a rayed fin.

A *frightful crest* melds seamlessly into the surrounding flesh, gradually blending into your natural skin color.

Activation: A *frightful crest* activates whenever you attack or charge. You cannot choose to suppress the effect.

Effect: When a *frightful crest* activates, any living nondragon enemy within 30 feet becomes panicked for 1 round if it has fewer Hit Dice than you; creatures with HD equal to or greater than yours are shaken for 1 round instead. A successful Will save negates this effect and renders the creature immune to your *frightful crest* for 24 hours; the save DC is 10 + 1/2 your HD + your Cha modifier. This is a mind-affecting fear effect. Characters who are immune to a dragon's frightful presence are also immune to a *frightful crest*.

Construction: Wyrmgrafter, *fear*, 14,000 gp, 1,120 XP, 28 days.

Donor: A crest or horn from a dragon.

Sacrifice: 6 hp.

Price: 28,000 gp.

GLARING EYE

The pupil of a dragon's eye has been grown into your own. As a result, you gain the keen senses and the wakefulness of a dragon.

Location: Head.

Description: A *glaring eye* is the same color as the eye of the dragon it was grown from and has a slitted pupil like that of a crocodile. It has no lid and cannot close.

Activation: A *glaring eye* is always active once the graft is installed. It requires no action on your part to activate or deactivate.

Effect: You gain blindsense out to a distance of 30 feet and a +2 bonus on Search and Spot checks. You also gain immunity to magic sleep effects.

Construction: Wyrmgrafter, *sense of the dragon**, 5,000 gp, 400 XP, 10 days.

*New spell described on page 117.

Donor: A sample of eye tissue from an unhatched wyrmling, or an eye from a dragon.

Sacrifice: 2 hp.

Price: 10,000 gp.

GLEAMING SCALES

Your skin is hardened with scales grown from samples taken from a living dragon, allowing you to grow a protective plating over vulnerable areas.

Location: Skin.

Description: Strong, gleaming dragon scales cover the skin of your torso and limbs. The scales are the color of the donor dragon.

Gleaming scales have a glossy texture and can be ridged, depending on the dragon variety. They move as you do, not hindering your movement in the least.

Activation: *Gleaming scales* are always active once the graft is installed. The graft requires no action on your part to activate or deactivate.

Effect: Your natural armor bonus to AC improves by 1. Because the graft improves your natural armor, an effect that provides an enhancement bonus to your natural armor (such as an *amulet of natural armor*) stacks with *gleaming scales*.

Gleaming scales also provides resistance 5 to the same energy type to which the donor dragon's is immune or resistant, or it increases your existing resistance to that energy type (regardless of its origin) by 5. If the donor dragon has immunity or resistance to more than one kind of energy, choose which energy type to which you are resistant. If the donor dragon has no immunity or resistance to energy, the graft grants no resistance.

Construction: Wyrmgrafter, *dragonskin**, 4,500 gp, 360 XP, 9 days.

*Spell described in *Draconomicon*, page 111.

Donor: A sample of scaled skin from an unhatched wyrmling.

Sacrifice: 4 hp.

Price: 9,000 gp.

METABOLIC FIRE

You acquire the dragon's devastating ability to breathe energy.

Location: Flesh.

Description: The implantation of this graft within your chest leaves no casually visible effect. However, exposure to the energy within your body darkens your teeth until they become solid black, like obsidian. A faint gleam of fire, rime of frost, crackle of electricity, or shimmer of acidic saliva might play around your teeth when you show them.

Prerequisite: You must have at least one other draconic graft before you can gain *metabolic fire*.

Activation: Using *metabolic fire* is a standard action.

Effect: You gain a breath weapon, usable once every 1d4 rounds, that functions as described on page 306 of the *Monster Manual*. The form of the weapon (line or cone) is the same as that of the donor dragon; a cone-shaped breath weapon has a length of 30 feet, while a line-shaped breath weapon has a length of 60 feet.

The breath weapon granted by *metabolic fire* deals 6d8 points of damage; a successful Reflex save (DC 10 + one-half your HD + your Con modifier) halves the damage. The damage type matches the type of energy damage dealt by the donor dragon. Despite the name of the graft, it can deal any type of energy damage associated with the donor dragon.

Construction: Wyrmgrafter, *dragon breath**, 28,000 gp, 2,240 XP, 56 days.

*Spell described in *Draconomicon*, page 111.

Donor: Tissue from the draconis fundamentum (the organ responsible for a dragon's breath weapon, described on page 8 of *Draconomicon*) taken from an unhatched wyrmling. A donor dragon without a breath weapon (or having a breath weapon that doesn't deal energy damage) can't be used as a graft donor.

Sacrifice: 6 hp.

Price: 56,000 gp.

RESILIENT SCALES

With the application of mature dragon scales, your scaly skin renders you immune to a type of energy.

Location: Skin.

Description: Thick, tough dragon scales cover your entire body. Their color is deep and true, resembling those of the donor dragon.

Activation: *Resilient scales* is always active once the graft is installed. The graft requires no action on your part to activate or deactivate.

Effect: *Resilient scales* grants resistance 30 to the same type of energy as the donor dragon's immunity. If the donor dragon has immunity to more than one kind of energy, the creator chooses which energy type the graft provides resistance against.

DRACONIC GRAFTS AS TREASURE

Draconic grafts enhance a character's abilities in much the same way that magical equipment does, but they are not as readily available. Because they affect a character's abilities as equipment does, they have an equivalent gold piece value.

When adding a draconic graft to an NPC, the DM should count the graft's gp equivalent as part of the total value of the NPC's equipment. After all, the powers granted by the graft are directly included in the NPC's Challenge Rating, just as magic items are. Since an NPC's grafts are almost certainly not going to be claimed as treasure, however, the monetary reward for defeating such an NPC is artificially lowered.

If you anticipate this being a problem, consider adding treasure to the NPC's hoard in an amount somewhere between 50% and 100% of the graft's gp cost to make up for the loss. For example, if the PCs defeat an NPC wearing a *glaring eye* but they can't claim the graft as treasure, consider adding between 5,000 an 10,000 gp worth of treasure to the NPC's hoard (in jewelry, gems, or coins, but not in additional equipment). The lower end of this range describes the value the PCs would get for selling an equivalent magic item, while the upper end is how much an equivalent magic item would cost them to buy.

If you have at least one other draconic graft, *resilient scales* counts as two grafts for the purpose of determining the damage reduction granted by your draconic grafts. For example, if you have *resilient scales* and *dragonheart presence*, you would have DR 2/magic (as if you had three draconic grafts).

Construction: Wyrmgrafter, *resist energy*, 35,000 gp, 2,800 XP, 70 days.

Donor: A sample of scaled skin from a living dragon that has immunity to an energy type.

Sacrifice: 6 hp.

Price: 70,000 gp.

SMASHING TAIL

You sprout a muscular, scaled tail with which you can smash enemies. You must be of Medium size or larger to receive a *smashing tail* graft.

Location: Legs.

Description: The tail has the same coloration as the dragon from which the graft was taken. It also sports the normal ornamentation of that tail (fins, spikes, and so on).

Activation: Using a *smashing tail* in combat requires an attack action, or is part of a full attack action if you are using multiple weapons.

Effect: Your tail can make a secondary slam attack that deals damage as a dragon one size category larger than you (1d8 for a Medium creature), adding 1-1/2 times your Strength bonus to the damage.

Your tail also provides you with a +2 bonus on Balance checks and Swim checks.

Construction: Wyrmgrafter, *bull's strength*, 15,000 gp, 750 XP, 30 days.

Donor: A tissue sample from an unhatched wyrmling.

Sacrifice: 4 hp.

Price: 30,000 gp.

TALONED ARM

One of your arms is sheathed in a dragon's flesh, which gives you a natural claw attack.

Location: Arms.

Description: A *taloned arm* has sharp, curved claws and is scaled in the same color as the dragon that supplied the graft. It looks more bulky than your original arm, although the graft does not actually increase your Strength.

The scales of a *taloned arm* become smaller and finer toward your upper arm, fading entirely into the surrounding skin color at the shoulder.

Activation: Using this draconic graft in combat requires an attack action, or is part of a full attack action if you are using multiple weapons.

Effect: You can use a *taloned arm* to make a secondary claw attack that deals damage as a dragon of your size (1d6 for a Medium creature). When making a full attack, you can attack with your claw in addition to any other attacks you make.

Construction: Wyrmgrafter, *magic fang*, 17,000 gp, 1,360 XP, 34 days.

Donor: A single claw from a dragon.

Sacrifice: 2 hp.

Price: 34,000 gp.

BOOLDIPDOP'S HIDEOUT

Booldipdop was an acolyte in the temple of Blibdoolpoolp for several years, but found that service to the Sea Mother was not enough. He resented the influence of the whips and sought for ways to increase his own power, perhaps even to encourage a rebellion against the state religion. He studied aquatic dragons, looking for ways to steal some of their power.

One day about ten years ago, a drow trading party came to his community with a rare treasure: the egg of a black dragon, nearly ready to hatch. Booldipdop lobbied hard for the temple to purchase it, arguing that the dragon could be reared as a fearsome defender of the Sea Mother's house and of her people. He asked to be responsible for its rearing and even offered some precious black pearls in partial payment.

The temple elders finally agreed, and Booldipdop was allotted a special cell within which he could rear the dragon. Within a month, however, he disappeared from the temple with the egg. A submerged volcanic cave became his laboraory and hatchery, and there he continued his research and experimentation into draconic grafts. The black dragon, successfully hatched and now grown to very young age, has become his devoted companion (and an unwitting donor of tissue samples).

When Booldipdop fled the temple of the Sea Mother, he had already begun preparation of his hideout and work space. He discovered a well-hidden, sizable tunnel and cave under the overhang of a marine cliff, partly obscured by coral reefs. The cave was originally inhabited by a monstrous moray eel, but Booldipdop was able to kill the creature and take over the lair.

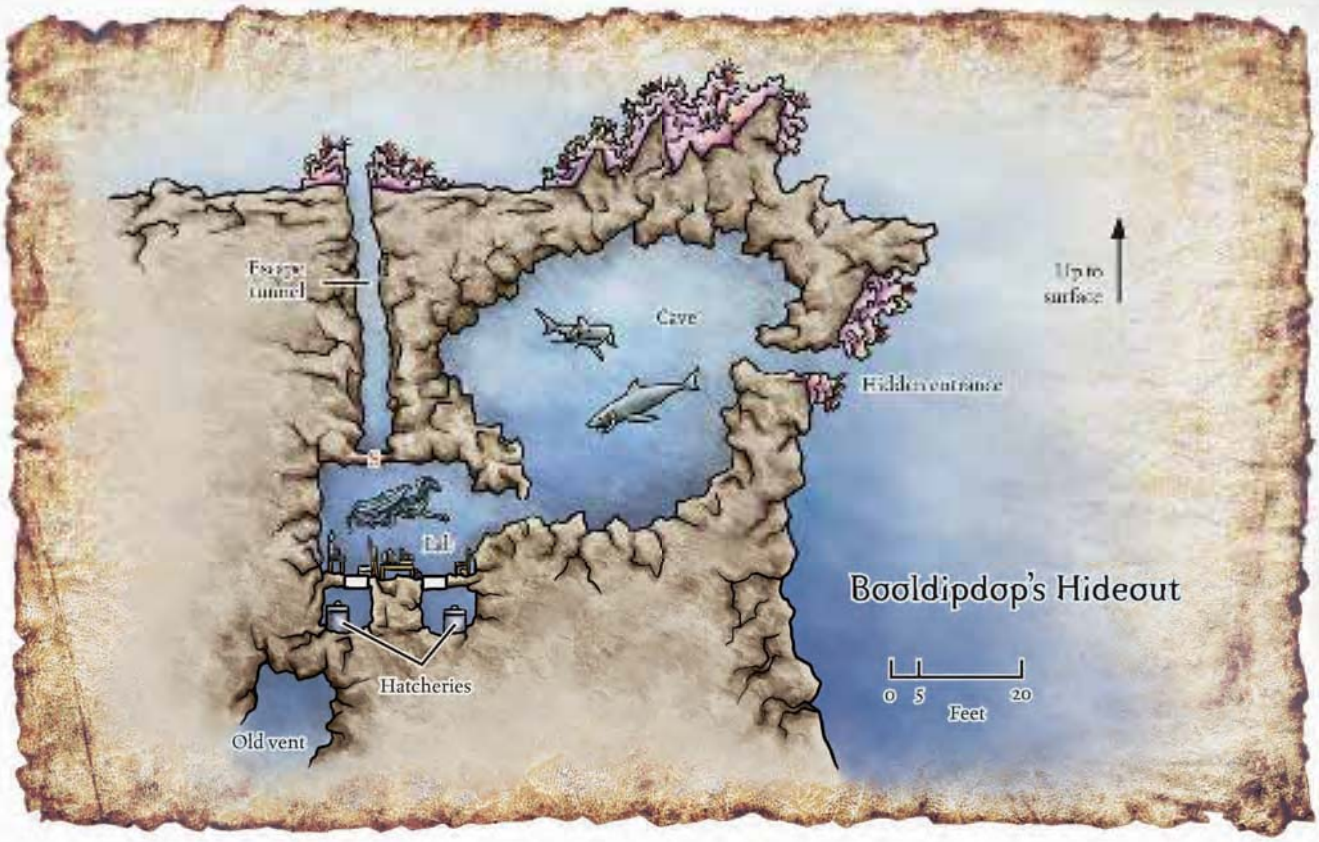
The cave entrance is difficult to notice (Spot DC 25) because of a heavy overgrowth of coral. This reef already existed when Booldipdop arrived, but he transplanted more coral from other nearby areas. Now, the entrance is a tight squeeze for creatures larger than Small (including Booldipdop himself).

Cave

Long ago, this region of the sea bottom had been volcanically active, and gases rising up through fissures and vents had formed a large bubble that also forced up the sea bottom overhead. Now Booldipdop's grafted sharks inhabit the space. The cave exit is too narrow for them to negotiate, as is the entrance to the lab. Fish can swim in, though, which provides adequate food for the sharks, and their diet is occasionally supplemented by careless intruders. The sharks are of opposite sexes; Booldipdop collects any young that result from their mating, using the offspring for tissue samples and to breed future generations of guardian beasts.

Lab

Booldipdop modified the original volcanic vent into a suitable laboratory space using *stone shape* spells. This area also serves as his living quarters. A secret door in the ceiling (Spot DC 20) connects to a volcanic fissure that serves as an emergency exit. The exterior opening of the fissure is well hidden (Spot DC 25) by another overgrown coral reef.



Hatcheries

These small chambers have been sculpted from bubbles in the original volcanic vent and fitted with stone doors. Black dragon eggs need to be immersed in strong acid to hatch successfully, so each hatchery contains a stone vat that can be sealed to prevent contamination of the surrounding water. The black dragon, which Booldipdop named Sventvutha, willingly provides acid for this purpose. One hatchery currently has an occupant: a black dragon egg in its second quarter of incubation. It will be ready to hatch in about 300 days.

The old volcanic vent has been sealed off, leaving a stone wall 10 feet thick. on the other side of the wall, the vent descends untold thousands of feet into the earth.

Booldipdop CR 17

Male kuo-toa cleric 15
CE Medium monstrous humanoid
Init –1; **Senses** blindsense 30 ft., keen sight; Listen +7, Spot +11
Languages Kuo-Toan, Abyssal, Aquan, Draconic, Infernal, Undercommon

AC 17, touch 11, flat-footed 17
hp 114 (17 HD); **DR** 4/magic
Immune paralysis, poison, sleep, webs
Resist acid 30, electricity 10
Fort +16, **Ref** +9, **Will** +19
Weakness light blindness

Speed 20 ft. (4 squares), swim 50 ft.
Melee +2 *shortspear* +17/+12/+7 (1d6+3/19–20) and bite +8 (1d4) and claw +9 (1d6) (*taloned arm* overcomes DR as magic weapon)
Base Atk +13; **Grp** +14
Atk Options smite 1/day (+4 attack, +15 damage)
Special Actions breath weapon, rebuke undead 5/day, rebuke water creatures 5/day, turn fire creatures 5/day (+4, 2d6+17, 15th)
Combat Gear *wand of cure serious wounds* (45 charges), *potion of cat's grace*, 2 scrolls of *dispel magic*
Cleric Spells Prepared (CL 15th):
8th—*horrid wilting*[D] (DC 23), *mass inflict light wounds* (DC 23)
7th—*death dragon**, *destruction* (DC 22), *disintegrate*[D] (DC 22)
6th—*greater dispel magic, energy immunity**, *harm*[D] (+13 melee touch, DC 20), *heal*
5th—*break enchantment, ice storm*[D], *righteous might, spell resistance, summon monster V, symbol of pain*
4th—*control water*[D], *cure critical wounds* (2), *divine power, imbue with spell ability, restoration*
3rd—*bestow curse* (+13 melee touch, DC 18), *contagion*[D] (+13 melee touch, DC 18), *deeper darkness, dispel magic* (2), *protection from energy, stone shape*
2nd—*align weapon, bear's endurance, darkness, death knell, spiritual weapon* (2), *shatter*[D] (DC 17)
1st—*obscuring mist*[D], *bane* (DC 16), *bless* (2), *doom* (2) (DC 16), *sanctuary, shield of faith*
0—*detect magic* (2), *guidance* (2), *read magic, resistance*
D: Domain spell. Domains: Destruction, Water
*Spell described in *Draconomicon*

Abilities Str 12, Dex 8, Con 14, Int 20, Wis 20, Cha 14
SQ amphibious, slippery
Feats Alertness[B], Combat Casting, Dragonfriend*, Great Fortitude, Improved Critical (shortspear), Lightning Reflexes, Weapon Focus (shortspear), Wyrmgrafter**
*Feat described in *Draconomicon*, page 105
**New feat described on page 101

Booldipdop, a wyrmgrafter

Illus. by Daarken

Skills Appraise +5 (+7 alchemical ingredients), Concentration +12 (+16 casting defensively), Craft (alchemy) +23, Diplomacy +12, Escape Artist +12, Handle Animal +11, Heal +15, Knowledge (arcana) +15, Knowledge (religion) +10, Listen +7, Ride +1, Search +11, Spellcraft +17, Spot +11, Swim +10
Possessions combat gear plus *ring of protection +3, +2 shortspear, belt of Charisma +2, periapt of Wisdom +2, ring of regeneration,* draconic grafts (*glaring eye*, *metabolic fire*, *resilient scales*, *taloned arm*), diamond dust worth 200 gp

Breath Weapon (Su) 60-ft. line, once every 1d4 rounds, 6d8 acid, Reflex DC 20 half
Keen Sight (Ex) Can notice moving invisible or ethereal creatures
Slippery (Ex) Immune to webs both natural and magical and can usually escape from any confinement

Grafted Dire Sharks (2) — CR 9

N Huge animal
Init +2; **Senses** keen scent; Listen +12, Spot +11
Aura frightful presence (30 ft., nondragons, Will DC 20 negates)

AC 17, touch 10, flat-footed 15
hp 169 (18 HD)
Fort +15, **Ref** +13, **Will** +12

Speed swim 60 ft. (12 squares)
Melee bite +19 (2d8 +10)
Space 15 ft.; **Reach** 10 ft.
Base Atk +13; **Grp** +28

Abilities Str 25, Dex 15, Con 19, Int 1, Wis 12, Cha 12
Feats Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite)
Skills Listen +12, Spot +11, Swim +15
Possessions draconic grafts (*frightful crest*)

Improved Grab (Ex) On successful bite attack, *MM* 64.
Swallow Whole (Ex) On successful grapple check, *MM* 64.
Keen Scent (Ex) Can notice creatures within 180 feet and detect blood in water up to 1 mile away.

Sventvutha — CR 4

Male very young black dragon
CE Small dragon
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +6, Spot +8
Languages Draconic

AC 17, touch 11, flat-footed 17
hp 52 (7 HD)
Immune acid, sleep, paralysis
Fort +6, **Ref** +5, **Will** +5

Speed 60 ft. (12 squares) fly 100 ft. (average), swim 60 ft.
Melee bite +9 (1d6+1) or
Melee bite +9 (1d6+1) and
2 claws +7 (1d4) with Multiattack
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +4
Atk Options Power Attack
Special Actions breath weapon

Abilities Str 13, Dex 10, Con 13, Int 8, Wis 11, Cha 8
SQ water breathing
Feats Multiattack, Enlarge Breath, Power Attack
Skills Hide +8, Intimidate +7, Listen +6, Move Silently +6, Search +5, Sense Motive +6, Spot +8, Swim +15

Breath Weapon (Su) 40-ft. line (60-ft. line if enlarged), once every 1d4 rounds, 4d4 acid, Reflex DC 14 half

Hook Only fights in self defense or to save Booldipdop, whom he sees as his parent

Illus. by R. Horsley

The various races of the dragon present widely varying approaches to a campaign. Dragonborn exist as part of a great struggle between deities. Spellscales are rare individuals born from draconic sorcerous power. A hardscrabble kobold mining community is a very different background from a nomadic encampment of dragon-descended creatures and their allies.

The various races of the dragon are not easily brought together or introduced into a party of adventurers who do not share their heritage. Social or racial prejudice, ignorance, and misunderstanding can hinder the formation of a trusting relationship. In a typical adventure or campaign, the player characters start out together with the assumption that they have already met previously. It's possible to have a dragon-descended character start out with the other PCs in this way and not worry about the difficulties that this approach might present, but having a party of humanoid characters come across and embrace a dragonblooded creature can be an interesting adventure in itself.

DRAGONBORN IN A CAMPAIGN

The transformative dragonborn race integrates seamlessly into any sort of existing campaign that includes evil dragonkind. The dragonborn arise in response to an increase in the numbers and force of the spawn of Tiamat. Those called by Bahamut can be of any humanoid race. They are relatively few in number. The bravery and sacrifice needed to become a dragonborn means that most of those who hear Bahamut's call decline. However, since player characters tend to be extraordinary individuals, it's likely that one or more of your players may want to undergo the Rite of Rebirth. Dragonborn provide a unique opportunity for a PC to change his race.

INTRODUCING A DRAGONBORN CHARACTER

An important part of introducing the dragonborn race into a campaign is offering the player characters the opportunity to transform. One method is to have the PCs meet a dragonborn who is questing to slay an evil dragon. Perhaps the PCs encounter a dragonborn with her team while they are buying adventuring supplies at the local market. They're likely to be curious about this new race. She'll happily talk about her former life as a dwarf and the grand purpose she is now fulfilling, telling them,

that they too can become dragonborn. A more exciting alternative is for the PCs to happen upon a dragonborn in the middle of a fight with a black dragon. If the PCs fight against the evil dragon, Bahamut may call to them the next time they sleep, trance, or meditate.

SAMPLE DRAGONBORN NPCS

The following two characters can be used as examples of typical dragonborn. These individuals were born and lived for a time as members of other races. That experience usually shapes their identities as significantly as their eventual rebirth as one of Bahamut's children.

Dragonborn Barbarian (CR 4)

Grug grew up in a very primitive tribe of human barbarians. Even among them, he was far from the smartest of individuals. After he left his tribe and began traveling and adventuring, Grug met a mighty half-orc barbarian named Krusk whom he greatly admired. He went with Krusk and some of his friends to fight kobolds and goblins in a great sunken fortress. He saw how powerful even a Tiny white dragon could be. Grug thought that he would like to fight tougher opponents—bigger, badder dragons.

One day, Grug met Vythjhank—initially misidentifying her as an oversized kobold. After they cleared up the misunderstanding and bandaged each other's wounds, Vythjhank told Grug of her great quest and how Bahamut had transformed her into a mighty dragonblooded dragon hunter. That night, Grug prayed to Bahamut and asked to be transformed. So began Grug's new life as a dragonborn.

GRUG UX BAHAMUTI TIBUR GRUG (RAGING) CR 4

Male dragonborn barbarian 4
CG Medium humanoid (dragonblood, human)
Init +5; **Senses** Listen +8, Spot +1
Languages Common, Draconic

AC 16, touch 11, flat-footed 16; uncanny dodge, +2 dodge bonus to AC against dragons
hp 47 (4 HD)
Fort +8, **Ref** +2, **Will** +4

Speed 40 ft. (8 squares)
Melee mwk greataxe +9 (1d8+3) or
Ranged javelin +5 (1d6+3)
Base Atk +4; **Grp** +7
Atk Options Power Attack, rage 2/day (7 rounds)
Special Actions trap sense +1, breath weapon
Combat Gear *potion of cure moderate wounds, potion of shield of faith +4*

Abilities Str 17, Dex 12, Con 18, Int 8, Wis 12, Cha 10
SQ fast movement, trap sense +1
Feats Improved Initiative, Power Attack, Weapon Focus (greataxe)
Skills Intimidate +7, Listen +8, Survival +8
Possessions combat gear plus masterwork greataxe, 4 javelins, *+1 mithral chain shirt,* 2 gp

Breath Weapon (Su) Once every 1d4 rounds, 20-ft. line, 2d8, Reflex DC 16 half.

Hook A big, dumb, good-natured dragonblood barbarian. He'll fight those he thinks are evil or allies of evil dragonkind. He often jumps to conclusions in this regard, though. "What you staring at? You best not be mistaking me for a kobold. Hee hee. I made that mistake once. Once." He'll help or accept help from those with similar goals. "Grug hunt bad dragon. When Grug find it, no more bad dragon."

When not raging, Grug has the following changed statistics:
AC 18, touch 11, flat-footed 18
hp decrease by 8
Fort +6, **Will** +2
Melee mwk greataxe +7 (1d8+1)
Ranged javelin +5 (1d6+1)
Grp +7
Abilities Str 13, Con 14

Dragonborn Fighter (CR 6)

Vythjhank, once known as Gunnloda Holderhek, was born and raised in a dwarf community. She grew up without ever thinking about being anything but a dwarf. She lived her life guided by the norms of her community. She never gave much thought to who she was and what great things she might accomplish in the world. One day, however, after a fang dragon slew her brother when he was off on patrol, she heard the call of Bahamut. Suddenly, she knew the purpose of her life.

VYTHJHANK UX MAEKRIX TIBUR GUNNLODA CR 6

Female dragonborn fighter 6
LN Medium humanoid (dragonblood, dwarf)
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +1, Spot +1
Languages Common, Draconic, Dwarven

AC 23, touch 11, flat-footed 23; +4 AC against giants
hp 68 (6 HD)
Resist +2 on saves against spells and spell-like effects, stability (+4 against bull rush and trip)
Fort +9 (+11 against poison), **Ref** +3, **Will** +2 (+4 against fear, sleep, and paralysis)

Speed 20 ft. (4 squares)
Melee warhammer +10/+5 (1d8+5) or
Ranged composite longbow +7/+2 (1d8+3)
Base Atk +6; **Grp** +9
Atk Options Cleave, Great Cleave, Improved Bull Rush, Power Attack, +1 on attacks against orcs and goblinoids
Combat Gear *potion of cure serious wounds*

Abilities Str 16, Dex 10, Con 18, Int 10, Wis 8, Cha 11
SQ stonecunning (*PH* 15)
Feats Cleave, Great Cleave[B], Improved Bull Rush[B], Power Attack[B], Weapon Focus (longbow)[B], Weapon Focus (warhammer), Weapon Specialization (warhammer)
Skills Climb +6, Jump +0
Possessions combat gear plus *+1 full plate, +1 heavy steel shield, cloak of resistance +1, +1 ring of protection,* warhammer, composite longbow (+3 Str bonus) with 10 arrows, 50 gp

Hook Seeks allies to go to a remote area to combat a heavy infestation of evil dragonkind. "Do you have the daring and the determination to come hunt an evil dragon with me?"

SPELLSCALES IN A CAMPAIGN

Spellscales fit well into almost any campaign. The history of the race can vary according to the needs of the DM. While the overall population of spellscales in any campaign should be much lower than that of other humanoid races, the race might have been first evident a millennia ago, perhaps misidentified for a long time as half-dragons or draconic creatures. Spellscales could optionally be a much newer entry in the history of the world, but even so it's possible for several generations to have been born, so that enough spellscales exist to form communities.

INTRODUCING A SPELLSCALE CHARACTER

A player starting a new character might choose to create a spellscale sorcerer, emphasizing the race's bloodline propensities. Alternatively, he might decide to play against type and try life as a very rare nonsorcerer spellscale. Either way, he could easily want to link up with other player characters to better adventure or explore the world.

If you're running a campaign in which family, marriage, and children play a role, perhaps the player characters first encounter spellscales when one is born to a sorcerer PC or a relative of such a character.

The changeable nature of a spellscale's viewpoint means that someone who was seen as an enemy in the past might be considered a good ally in the future, and vice versa. It might be intriguing for player characters to encounter a spellscale for a second time after he has had a radical change in philosophy.

SAMPLE SPELLSCALE NPCS

The following two characters can be used as examples of typical dragonborn. Each of them has a strong racial proclivity toward sorcery.

Dominique Wilhemina (CR 5)

Dominique is in quite a difficult situation. While exploring some old crypts under an abandoned cemetery, she encountered and was defeated by a necromancer and his undead minions. The necromancer did not kill her. Instead, he demanded that she acquire the heart of a celestial creature and bring it to him. He holds Whisperscale, Dominique's viper familiar, as a hostage. He has threatened to kill Whisperscale if Dominique doesn't return with the item within a week.

Dominique is desperate. She has tried different tactics such as summoning a monster to cut out its heart, but, of course the heart disappears when the creature dies. She doesn't especially want to hunt down and kill a celestial, but doesn't feel as though she has an alternative. She eagerly enlists the PCs' help if they happen to encounter her.

DOMINIQUE WILHEMINA **CR 5**

Female spellscale sorcerer 5
NG Medium humanoid (dragonblood)
Init +2; **Senses** low-light vision; Listen +1, Spot +1
Languages Common, Draconic, empathic link

AC 18, touch 16, flat-footed 16
hp 14 (5 HD)
Fort +1, **Ref** +3, **Will** +5

Speed 30 ft. (6 squares)
Melee quarterstaff +1 (1d6–1)
Base Atk +2; **Grp** +1
Combat Gear *wand of magic missile* (5 charges, CL 7th), *wand of blur* (7 charges)
Sorcerer Spells Known (CL 5th):
2nd (5/day)—*eagle's splendor, summon monster II*
1st (7/day)—*color spray* (DC 16), *mage armor*†, *ray of enfeeblement* (+4 ranged touch), *sleep* (DC 16)
0 (6/day)—*arcane mark*, *acid splash* (+4 ranged touch), *detect magic*, *mage hand, read magic, resistance*
† Already cast

Abilities Str 8, Dex 14, Con 11, Int 10, Wis 12, Cha 18
SQ blood quickening, familiar, share spells
Feats Alertness[B] (if familiar is within 5 ft.), Spell Focus (enchantment), Spell Focus (illusion)
Skills Concentration +8, Knowledge (arcana) +8
Possessions combat gear plus *+1 mithral buckler*, quarterstaff

Hook Said to a wizard or sorcerer with a familiar or a druid or ranger with an animal companion: "Just how far would you go to keep your friend safe?"

Aiden Spellmaster (CR 9)

Aiden exudes an aura of cheerful self-confidence. He considers himself the consummate master of spells, knowing a great deal about both divine and arcane magic. As a cleric, he has the Knowledge and Travel domains. Currently, he feels a close affinity to Aasterinian, but he does not worship any particular deity.

Nowadays, Aiden is a very gregarious individual, easygoing and charming. This is a drastic change for him from a mere decade ago, when he was going through a very dark, cruel phase. His life right now is interesting because his past often catches up to him, with former adversaries seeking revenge for prior wrongdoings or sadistic deeds.

AIDEN SPELLMASTER **CR 9**

Male spellscale cleric 3/sorcerer 4/mystic theurge 2
CG Medium humanoid (dragonblood)
Init +1; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Draconic

AC 15, touch 15, flat-footed 14
hp 44 (9 HD)
Fort +5, **Ref** +3, **Will** +13; +1 against magic sleep and paralysis, +1 against fire effects

Speed 30 ft. (6 squares)
Melee mwk longspear +5 (1d8–1)
Base Atk +5; **Grp** +4
Special Actions *freedom of movement* 3 rounds/day, turn undead 8/day (+5, 2d6+8, 3rd)
Combat Gear *wand of cure light wounds* (25 charges), *wand of mage armor*† (24 charges), scroll of *fireball,* scroll of *lightning bolt*
† Already used
Cleric Spells Prepared (CL 5th; 1d20+7 to overcome SR):
3rd—*clairaudience/clairvoyance*[D] (CL 6th), *dispel magic, searing light* (+6 ranged touch)
2nd—*align weapon, detect thoughts*[D] (CL 6th), *silence, summon monster II*

1st—*bane* (DC 14), *bless*, *command* (DC 14), *entropic shield*, *longstrider*[D]
0—*create water*, *detect poison* (CL 6th), *light*, *mending*, *virtue*
D: Domain spell. Domains: Knowledge, Travel

Sorcerer Spells Known (CL 6th, 1d20+8 to overcome SR):
3rd (4/day)—*fly*
2nd (6/day)—*invisibility*, *scorching ray* (+6 ranged touch)
1st (8/day)—*charm person* (DC 16), *enlarge person*, *magic missile*, *shield*
0 (6/day)—*detect magic* (CL 7th), *detect poison* (CL 7th), *open/close*, *prestidigitation*, *ray of frost* (+6 ranged touch), *read magic* (CL 7th), *touch of fatigue* (DC 15)

Abilities Str 8, Dex 12, Con 12, Int 10, Wis 16, Cha 20
SQ blood quickening, familiar (none at present)
Feats Craft Wondrous Item, Draconic Heritage (brass)*, Scribe Scroll, Spell Penetration
*New feat described on page 102
Skills Concentration +8, Knowledge (arcana) +8
Possessions combat gear plus masterwork longspear, *cloak of Charisma +2*, *periapt of Wisdom +2*, *pearl of power* (1st)

Spellscale Bard (CR 6)

Stefan has an extraordinarily large repertoire of lays and epics about the dragons of old. He is always interested in learning any bit of legend relating to dragons, and has made a name for himself for rushing headlong into danger without fear (or seemingly even good sense).

Stefan the Bold **CR 6**
Male spellscale bard 6
CG Medium humanoid (dragonblood)
Init +1; **Senses** low-light vision; Listen +2, Spot +4
Languages Common, Draconic, Elven, Gnome

AC 17, touch 11, flat-footed 16; Dodge
hp 23 (6 HD)
Fort +2, **Ref** +6, **Will** +6

Speed 30 ft. (6 squares)
Melee mwk longsword +6 (1d6+1/18–20) and claw +5 (1d3) or
Ranged +*1 longbow* +6 (1d8+1/×3)
Base Atk +4; **Grp** +5
Special Actions bardic music 6/day (suggestion, inspire competence, inspire courage +1, *fascinate* 2 targets, countersong)
Combat Gear scroll of *invisibility*, *potion of heroism*, 2 *potions of cure moderate wounds*
Bard Spells Known (CL 6th):
2nd (3/day)—*glitterdust* (DC 16), *peaceful serenity of Io**, *tongues*
1st (4/day)—*cure light wounds*, *identify*, *lesser confusion* (DC 15), *sleep* (DC 15)
0 (3/day)—*daze* (DC 16), *detect magic*, *lullaby* (DC 16), *mage hand*, *read magic*, *resistance*
*New spell described on page 115

Abilities Str 12, Dex 13, Con 10, Int 14, Wis 12, Cha 18
SQ blood quickening, bardic knowledge +10 (+5 on any check related to dragons)
Feats Dodge, Spell Rehearsal*, Scribe Scroll
*New feat described on page 105
Skills Bluff +13, Diplomacy +15, Disguise +4 (+6 acting), Gather Information +17, Intimidate +8, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (local) +11, Listen +2, Perform (sing) +13, Search +3, Sense Motive +10, Spot +4, Use Magic Device +8
Possessions combat gear plus +*1 mithral chain shirt*, masterwork longsword, +*1 longbow* with 20 arrows, 2 pearls (100 gp each)

DRAGON-DESCENDED PCS

Since a half-dragon or draconic character has a level adjustment, he or she might not be able to join a group of player characters right away, but must wait until the party level is compatible with the character's ECL. In such a situation, a dragon-descended character's first meeting with a party might take the form of an encounter—and not necessarily a friendly one.

Here are some ideas for a DM looking to introduce a dragon-descended PC into a group of adventurers. It's a good idea to work with the player of the prospective party member to come up with a situation that fits in well with her character concept.

THE CHALLENGE

A ferocious half-dragon barbarian blocks the road that the PCs must travel on the way to a mission or when returning from an adventure. The barbarian demands that the party's champion face him in single combat. The fight is not to the death; rendering the opponent helpless or extracting an admission of defeat is sufficient.

The barbarian feels a need to prove his worth whenever possible, having been reared in a society that values strength above all, and fighting is what he's best at. He likewise respects only strength, and thus isn't likely to be persuaded from his challenge by mere words.

If he wins the battle, the barbarian boasts and demands that the PCs acknowledge his prowess. If they don't, he insists that another challenger face him, or else they must pay him a large bribe. If the barbarian is bested in combat, he does not surrender and must be rendered unconsciousness. If he is defeated and revived by the PCs, he expresses humility before a greater warrior and offers his sword arm in service.

This sort of encounter can be tricky to run. If the players know a new character is being created, the temptation to indulge in metagame thinking can interfere with the intended result. If the PCs in your campaign are the type who attack first and ask questions later, or slaughter everything they come across, that brand-new character might not survive his first meeting with them. You might have to emphasize the nonlethal nature of the combat in this case. Characters who prefer to negotiate rather than fight are likely to resist being railroaded into a confrontation—you might suggest that the barbarian a little more receptive to bribes or bargains, if that is the case.

THE UNWILLING EXAMPLE

The PCs come to an unfamiliar town, where the cleric wishes to visit the temple of his deity or the wizard seeks

ADVENTURE IDEAS

Getting a campaign started can sometimes be the most difficult step for a Dungeon Master. All that is often needed is a simple concept to spark even more ideas in unexpected directions. Feel free to either select a draconic campaign idea from among those described here or determine one at random.

01–02	A dragonborn seeks allies to help slay an evil white dragon.
03–04	One of the player characters hears Bahamut's call, offering to transform him into a dragonborn if he will commit his life to service.
05–06	An entire village is decimated by a green dragon. A dragonborn arrives seeking to avenge their deaths.
07–08	The players meet a dragonborn who had been an acquaintance of their in his former life as a halfling rogue.
09–10	A spellscale who had gained a reputation for ruthlessness now starts to do good deeds.
11–12	A spellscale mystic theurge starts a religion-based war.
13–14	The current leader of a spellscale community disappears. Arguments ensue about whether or not to hold another election.
15–16	A town ostracizes the spellscale community that settled in their old wharf district.
17–18	A draconic elf wizard seeks materials to create her phylactery, the last step in the process of becoming a lich.
19–20	An envoy of Chronepsis journeys to keep watch over a dying dragon.
21–22	A mountain temple that raises dragonwrought kobolds has been threatened by expansion of other races in the area, including gnomes.
23–24	Kobolds discover a large vein of adamantine, prompting increased dwarf raids.
25–26	A dragonwrought kobold seeks to depose the all-watcher of a lair and install himself as the new leader.
27–28	Territorial claims between lizardfolk and troglodytes spark a war that spills into kobold lands.
29–30	Kobold mining discovers new precious stones that have unusual effects on reptilian physiology.
31–32	A trapmaking competition between rival kobold lairs turns bloody.
33–34	Two chromatic dragons fight over a kobold lair for their supply of gold.
35–36	Kobold-minted coins start to become valuable in humanoid economies, increasing traffic into the region.
37–38	A blue dragon wyrmling left in the care of a kobold tribe continually endangers itself.
39–40	Dwarves collapse the entrance of a lair and entomb the kobolds inside.
41–42	A kobold all-watcher dies of old age, prompting the tribe's lead cleric and head sorcerer to compete for his position.
43–44	An unearthed crypt activates a curse that prevents kobold females from becoming pregnant.
45–46	Kobolds mine into an enormous forgotten dwarf city.
47–48	Ever since kobold mining hit a massive underground stone, time inside the lair moves slower than outside the lair.
49–50	Kobolds find the punished god of an ancient pantheon in the middle of a mountain, still alive and bound.
51–52	A comet strikes the ground during a meteor shower, causing dwarves and kobolds to race for the star metal.
53–54	A wandering kobold tribe, long in search of a mine, needs protection from wholesale slaughter.
55–56	After mining out a passageway under an entire mountain, kobolds find themselves in another plane of existence.
57–58	An inactive volcano beneath a kobold lair shows signs of erupting soon, prompting a natural disaster.
59–60	Not knowing anything about kobolds, starving nomadic humanoids emerge out of the wild to ask for help.
61–62	A kobold mining operation unexpectedly strikes oil, threatening to flood keys areas of the lair with crude.
63–64	A mob of mephits decides to make a kobold lair their home.
65–66	The discovery of a half-dragon/half-gnome prompts kobolds to hunt down the abomination.
67–68	A half-white dragon frost giant is rampaging in an arctic area, threatening the barbarian folk who live there.
69–70	A wyrmgrafter needs a dragon's egg, preferably one that is in its second quarter.
71–72	A Singer of Concordance is traveling the countryside calling on all those of draconic descent to take a pilgrimage to an ancient gold dragon's lair, there to receive enlightenment.
73–74	A paladin sworn to "cleanse the earth of half-breed monsters" has arrived in search of a half-dragon party member.
75–76	A drow city is tearing itself apart to claim possession of a half-dragon child. The child runs away and is discovered cowering in an underground cavern.
77–78	A silver dragon has lost her love, an elf king who would visit her every month. He has not come for several months now. Their child is still an infant, and she cannot leave her lair to seek her missing lover.
79–80	The local fishers have been catching monstrous things in their nets, creatures with extra body parts and huge, snapping jaws. They suspect magical meddling is going on nearby.
81–82	A half-red dragon hobgoblin chief is leading especially aggressive raids against neighboring peoples.
83–84	A stranger arrives and introduces herself as the "daughter of the river." She is a half-lung dragon who has come to petition the local rulers on behalf of her father, who wishes an end to hunting along his banks.
85–86	A traveling encampment of half-dragon and draconic beings has set up near town and is operating vending booths and entertainments. There has been a rash of crime since they arrived, however.
87–88	A half-gold dragon paladin riding a majestic dragonnel (*Draconomicon* page 151) is on a quest to slay an old red dragon who has killed all the defenders of a mountain castle and made it into a lair.
89–90	A great wyrm green dragon has claimed an expanse of the royal forest and is now creating draconic and half-dragon breeds of the forest animals.
91–92	Rumors of a "promised land" for the children of dragons are racing through the countryside. But those who undertake the journey disappear mysteriously only days after leaving.
93–94	Draconic nymphs are taking a more proactive approach to protecting their wild lands, blinding anyone who comes within an arbitrary distance.
95–96	A beholder wyrmgrafter has given itself a number of draconic grafts and is now terrorizing nearby villages.
97–98	A scaled child beset by bullies cried out—and burned the gang to a crisp, prompting the town to turn against him and his family.
99–100	A half-blue dragon elf seeks to kill his draconic parent, who is trying to thwart her child, and change his ancestry to something more suiting his ambitions.

an arcane school or library for research. While in the temple, library, or similar institution, that character sees a hooded or veiled individual being hustled along the corridors by several acolytes or apprentices. The mysterious individual seems to be very important, and the escorts appear nervous. The character catches a glimpse of a scaled face as the group hurries by. Inquiries to the staff are answered with evasive statements that nevertheless convey the idea that this individual has great power. As the character leaves the building, he again sees the scaled face at a window, its eyes filled with despair, or perhaps it is silently mouthing a request for aid.

The mysterious figure is a half-dragon who has been taken into the service of the temple or assigned to the academy because her heritage and her innate magical prowess have marked her as special. She is not happy with her lot, which is a lonely one, and is looking for a chance to escape.

This encounter works well for campaigns in which players are quick to pick up on clues and investigate unusual situations. It's also good for soft-hearted characters who can't resist helping someone in distress. It can bore more combat-oriented groups, however, and those who are oblivious to social situations might never notice the intended adventure hook.

THE WANDERING PRIEST

This kind of encounter works best with a dragon-descended character who is on the path to becoming a Singer of Concordance. The party meets a wandering cleric of Io while traveling or in a town. Alternatively, the wandering priest happens upon the PCs in the midst of a difficult encounter and lends assistance. The priest is an earnest sort who wants to bring the peace of Io to any dragonkind characters in the group. He might suggest traveling together for mutual support while he brings the good news to Io's children to the world.

This setup allows lots of roleplaying opportunity for the wandering cleric's player, but a risk exists that the character might become boring or irritating to the others. The cleric may have to take a more pragmatic and less missionary attitude to be accepted into the group.

THE INNOCENT VICTIM

This can be a heavy-handed and obvious hook, but it is often an effective one. The PCs come across a scene of injustice, such as a draconic half-orc being publicly whipped for a crime she didn't commit, or a half-dragon human youth cornered and beaten by bullies. Much pathos ensues, and only the most hard-hearted characters (or their players) can ignore the plight of someone so wronged. If they intervene, the rescued victim pleads to join the party.

If your players resent being emotionally manipulated or being led down an obvious path, this kind of setup isn't a good idea. Consider making the injustice more subtle in this case; for example, a customer in an inn who is pointedly not being served, even though the PCs are the only others in the place.

THE DRAGON-DESCENDED CAMPAIGN

Another way to get around the problem of incorporating dragon-descended characters is for an entire party to share draconic blood. To account for the high ECLs of half-dragons, such a party should start at 4th or 5th level. This group might be a mix of characters with small or no level adjustments, such as spellscales and kobolds, who have several class levels, as well as 1st-level half-dragon characters.

A group composed entirely of dragon-descended characters faces unique problems when making its way in the world. One monster in a group of otherwise "normal" characters might be grudgingly accepted, but an entire party of "inhuman beasts" will have trouble in some places. On the other hand, such a mix of unusual talents might bring interesting assignments that aren't easy for ordinary characters to complete.

A DRAGON-DESCENDED ENCAMPMENT

Half-dragons and draconic companions occasionally form traveling encampments for mutual support. Described here is a typical example of such an encampment.

Covered Wagons

Each of these vehicles has sturdy, wooden-slatted sides and an oiled canvas roof. Some travelers like to paint their wagons with bright colors and designs, but many prefer to keep a low profile and choose colors that blend in with the surrounding terrain. Every wagon is warded with a permanent audible *alarm* spell that is activated if the interior is penetrated in any way without the owner's permission.

Corral

The wagons are generally drawn by oxen or occasionally heavy horses. Sometimes these beasts of burden are draconic. They are kept in this enclosure at night while the encampment is on the move. During longer stays in one place, the owners turn their beasts out to forage during the day and herd them back into the corral at dusk.

Tents

Some members of the traveling group are even more transient than the rest. A half-dragon wanderer might pitch a tent or just lay out a bedroll, stay for a day or two, then move on while the encampment lingers for a season. Hangers-on and "temps" (craftworkers who service the encampment during its limited time in a location) also set up tent shelters here.

Central Cooking Fire

This is where communal meals are prepared, usually by one of the camp followers. The fire is kept banked low in between meals but is not allowed to go out completely.

Beast Cages

One member of this encampment makes a living as a sideshow manager, exhibiting draconic creatures to the yokels. His prized possession is a half-green dragon dire wolf—a dangerous beast he keeps in its own magically warded cage. The bars of the cage are ensorcelled with *protection from energy* spells to avoid injury to spectators.

Path

The path to the main road is hidden with underbrush, so it is not obvious to passersby. The encampment dwellers do not want to be disturbed or accused of shocking "decent folks" with their obvious strangeness.

SAMPLE DRAGON-DESCENDED NPCS

The following five characters can be used as examples of typical half-dragon and draconic characters. Where noted, they use the optional racial substitution levels presented in Chapter 6.

Elthora Galadula (CR 7)

This offspring of a deep dragon and a drow is a loner who patrols the subterranean regions surrounding her native city. Her mount is a drow riding lizard that has been magically enhanced with draconic blood.

ELTHORA GALADULA **CR 7**

Female half-deep dragon drow ranger 4
CE Medium dragon
Init +3; **Senses** darkvison 120 ft., low-light vision, Listen +10, Spot +9
Languages Common, Draconic, Elven, Undercommon

AC 23, touch 13, flat-footed 20
hp 32 (4 HD)
Immune charm, paralysis, sleep
Resist +2 against spells and spell-like abilities; **SR** 15
Fort +7, **Ref** +7, **Will** +2 (+4 against enchantments)
Weakness light blindness

Speed 30 ft. (6 squares)
Ranged +1 *composite longbow* +8 (1d8+5/×3) or
Ranged +1 *composite longbow* +6/+1 (1d8+5/×3) with Rapid Shot or
Melee mwk rapier +10 (1d6+5/18–20) and
bite +4 (1d6+2) and
claw +4 (1d4+2) or
Melee 2 claws +9 (1d4+5) and
bite +4 (1d6+2)
Base Atk +4; **Grp** +9
Atk Options favored enemy aberrations +2, Mounted Archery, Mounted Combat
Special Actions breath weapon
Combat Gear 2 *potions of cure moderate wounds*
Ranger Spells Prepared (CL 2nd):
1st—*magic fang, pass without trace*
Spell-Like Abilities (CL 4th):
1/day—*dancing lights, darkness, faerie fire*

Abilities Str 21, Dex 16, Con 16, Int 12, Wis 12, Cha 14
SQ able to notice secret or concealed doors, animal companion (none at present), wild empathy +6 (+2 magical beasts)
Feats Endurance[B], Mounted Archery, Mounted Combat, Rapid Shot[B], Track[B]
Skills Handle Animal +9, Hide +12, Knowledge (dungeoneering) +5, Knowledge (nature) +5, Listen

+10, Move Silently +11, Ride +12, Search +3, Spot +9, Survival +8
Possessions combat gear plus *+1 chitin breastplate**, masterwork rapier, *+1 composite longbow* (+4 Str bonus), *boots of elvenkind, cloak of elvenkind*
*New armor described on page 121

Breath Weapon (Su) 1/day, 30-ft. cone, 6d8 acid, Reflex DC 13 half

Draconic Riding Lizard **CR 3**
N Large magical beast (augmented animal)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Listen +7, Spot +8

AC 18, touch 11, flat-footed 16
hp 34 (4 HD)
Resist +4 against sleep and paralysis
Fort +8, **Ref** +6, **Will** +2

Speed 40 ft. (8 squares), climb 40 ft.
Melee bite +7 (2d4+5) and 2 claws +5 (1d4+2)
Space 10 ft.; **Reach** 5 ft.
Base Atk +3; **Grp** +12

Abilities Str 21, Dex 15, Con 19, Int 2, Wis 12, Cha 12
SQ wall walking
Feats Alertness, Multiattack
Skills Climb +13, Intimidate +3, Listen +7, Spot +8
Possessions masterwork studded leather barding, exotic military saddle, bit and bridle, saddlebags

Wall Walking (Ex) Can walk freely on tunnel walls and ceilings.

Illus. by J. Nelson

Elthora patrols the twisting ways of the subterranean realm

Underdark Tunnels

Elthora spends very little time in her native city, being much more comfortable roaming about underground. She has established a base camp in a limestone cavern, in the center of which is a pool of drip water. One side of the cave slopes gently to the shore of the pool, and its smooth floor makes a suitable campsite. Phosphorescent lichens on the cave wall provide shadowy illumination.

The cave has been penetrated by purple worm burrows that enter and exit though the ceiling, floor, and sides. Once purple worms have passed through an area and consumed everything in their path, they move on and do not return. Their burrows therefore make excellent habitats and transportation routes.

Clusters of giant mushrooms grow beside the pool and on ledges around the burrow entrances. Water from the pool trickles in a thin stream down one of the tunnels.

Elthora patrols through these tunnels regularly. She takes advantage of her mount's wall walking ability to ride about on the ceilings of tunnels as much as possible, hoping to surprise intruders.

Half-Dragon Wizard (EL 9)

Angriz Ulhargix is the unhappy result of a union between a blue dragon and a half-orc. He has managed to avoid conflict and keep to himself enough to be grudgingly allowed to stay in a city, where he has taken possession of an abandoned guard tower that was part of the old city wall. (He also produces a desirable magic item, *Angriz's chest*, that makes his presence more welcome in town.)

He experiments on alchemical projects and crafts magic items, only occasionally venturing out to trade for needed goods. His inventions are sought by adventurers, but visits to the shop are by appointment only. He prefers to pay others to acquire materials for him.

Angriz Ulhargix **CR 9**
Male half-blue dragon half-orc wizard 7
N Medium dragon (augmented humanoid [orc])
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +3, Spot +3
Languages Common, Draconic, Giant, Halfling, Orc, empathic link

AC 20, touch 13, flat-footed 18
hp 33 (7 HD)
Immune electricity, paralysis, sleep
Fort +6, **Ref** +6, **Will** +8

Speed 30 ft. (6 squares), fly 30 ft. (average)
Melee bite +7 (1d6+4) and 2 claws +1 (1d3+2) or
Melee mwk quarterstaff +8 (1d6+6) and bite +2 (1d6+2)
Base Atk +3; **Grp** +7
Special Actions breath weapon

Combat Gear scroll of *local tremor**, scroll of *slow,* scroll of *polymorph,* 2 *potions of cure moderate wounds*
*New spell described on page 114

Wizard Spells Prepared (CL 7th):
4th—*power word distract**
3rd—*deep slumber, lightning bolt* (DC 16), *dispel magic*
2nd—*eagle's splendor, glitterdust* (DC 15), *gust of wind* (DC 15), *power word sicken**
1st—*expeditious retreat, magic missile* (2), *instant diversion**, *ventriloquism*
0—*daze, detect magic* (2), *read magic, touch of fatigue* (DC 14)
*New spell described in Chapter 7

Abilities Str 18, Dex 14, Con 15, Int 16, Wis 12, Cha 10
SQ familiar, share spells
Feats Alertness[B] (if familiar within 5 ft.), Craft Wand[B], Craft Wondrous Item, Dragon Wings*, Improved Dragon Wings*, Scribe Scroll[B]
*New feat described in Chapter 6
Skills Appraise +9 (+11 alchemical ingredients), Concentration +12, Craft (alchemy) +13, Knowledge (arcana) +13, Move Silently +5, Speak Language (Halfling), Spellcraft +15
Possessions combat gear plus *ring of protection +1, bracers of armor +3,* masterwork quarterstaff, *cloak of resistance +2, boots of levitation,* 3 pearls (100 gp each)
Spellbook spells prepared plus 0—*arcane mark, detect poison, light, mage hand, prestidigitation;* 1st—*alarm, identify, mage armor, obscuring mist, sleep;* 2nd—*arcane lock, knock, levitate, resist energy, see invisibility;* 3rd—*explosive runes, gentle repose, protection from energy, wind wall;* 4th—*fire shield*

Breath Weapon (Su) Once per day, 60-ft. line, electricity, 6d8 electricity, Reflex DC 15 half

Cat Familiar — CR —

N Tiny magical beast (augmented animal)
Init +3; **Senses** low-light vision, scent; Listen +3, Spot +3
Languages empathic link, speak with master, speak with felines
[rule]
AC 18, touch 14, flat-footed 16
hp 16 (7 HD)
Resist improved evasion
Fort +2, **Ref** +2, **Will** +5
[rule]
Speed 30 ft. (6 squares)
Melee 2 claws +5 (1d2–4) and bite +0 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.
Base Atk +0; **Grp** –12
Atk Options deliver touch spells
[rule]
Abilities Str 3, Dex 15, Con 10, Int 9, Wis 12, Cha 7
Feats Weapon Finesse
Skills Balance +10, Climb +6, Concentration +12, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3

Draconic Wanderer (EL 3)

Molligrew Treebonnet is a youthful halfling with a touch of copper dragon blood. She has a lighthearted, fun-filled attitude about life that rubs off on almost everyone who meets her. She is insatiably curious and has a smattering of knowledge on a wide variety of topics.

Molligrew Treebonnet — CR 3

Female draconic halfling expert 3
CG Small humanoid (dragonblood)
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +8
Languages Common, Draconic, Elven, Halfling

AC 16, touch 13, flat-footed 14
hp 17 (3 HD)
Resist +4 against sleep and paralysis
Fort +2, **Ref** +4, **Will** +4 (+6 against fear)

Speed 20 ft. (4 squares)
Melee mwk short sword +5 (1d4+1/19–20) and claw +5 (1d2) or
Ranged mwk sling +6 (1d3+1)
Base Atk +2; **Grp** –1
Atk Options Combat Reflexes
Combat Gear tanglefoot bag

Abilities Str 12, Dex 15, Con 10, Int 15, Wis 10, Cha 16
Feats Combat Reflexes, Weapon Finesse
Skills Appraise +4 Climb +3, Craft (weaponsmithing) +8, Diplomacy +9, Gather Information +11, Handle Animal +8, Hide +6, Intimidate +5, Jump +3, Knowledge (arcana) +4, Knowledge (local) +8, Listen +8, Move Silently +4, Perform (wind instruments) +5, Ride +4, Spot +8, Use Magic Device +7
Possessions combat gear plus leather armor, masterwork short sword, masterwork sling with 10 bullets, *Quaal's feather tokens (bird, swan boat),* flute, spyglass, riding dog with pack saddle, 3 pieces chalk, ink, 3 sheets paper, scroll case, 2 pens, hooded lantern, everburning torch, 12 tindertwigs

Draconic Elemental Cleric (CR 10)

This draconic dwarf is dedicated to elemental spirits. She pays homage to Moradin but is not a devotee of the dwarven deity. The sapphire dragon blood in her ancestry has made her more self-sufficient and territorial, with a great hatred of drow.

Inala Axeblood **CR 10**

Female draconic dwarf cleric 9
LN Medium humanoid (dragonblood)
Init –1; **Senses** darkvison 60 ft., low-light vision, Listen +4, Spot +6
Languages Common, Dwarven, Undercommon

AC 23, touch 9, flat-footed 23; +4 AC against giants
hp 62 (9 HD)
Resist +2 against spells and spell-like effects, +4 against sleep and paralysis, stability (+4 against bull rush and trip)
Fort +8 (+10 against poison), **Ref** +2, **Will** +10

Speed 20 ft. (4 squares)
Melee *+1 dwarven waraxe* +11/+6 (1d10+4/×3)
Base Atk +6; **Grp** +9
Special Actions spontaneous casting (*cure* spells), turn energy 5/day (+2, 2d6+11, 9th), turn earth creatures 5/day (+2, 2d6+11, 9th), energy sustenance, feat of strength 1/day (*PH* 188)
Combat Gear scroll of *repel vermin,* scroll of *lesser planar ally, wand of cure moderate wounds* (20 charges)
Cleric Spells Prepared (CL 9th):
4th—*divine power, freedom of movement, neutralize poison, spell immunity*[D]
3rd—*dispel magic, invisibility purge, searing light* (+5 ranged touch), *stone shape*[D]
2nd—*aid, align weapon, bull's strength*[D], *hold person* (DC 15), *spiritual weapon*
1st—*bless, doom, magic stone*[D], *sanctuary* (DC 14), *shield of faith*
0—*detect magic* (2), *guidance, read magic, resistance* (2)
D: Domain spell. Domains: Earth, Strength.

Abilities Str 16, Dex 8, Con 14, Int 12, Wis 18, Cha 14
SQ stonecunning (*PH* 15)
Feats Combat Casting, Martial Weapon Proficiency, Spell Focus (conjuration), Weapon Focus (dwarven waraxe)
Skills Concentration +11 (+15 casting defensively), Intimidate +4, Knowledge (the planes) +6, Knowledge (religion) +6, Spellcraft +10, Spot +6, Survival +4 (+6 other planes)
Possessions combat gear plus *+2 full plate, +1 heavy steel shield, +1 dwarven waraxe, periapt of Wisdom +2*

Energy Sustenance (Su) Expend one turn energy use when attacked by an energy damage effect to heal 1 point for every 3 points of damage the attack would otherwise deal.

Kobolds in a Draconic Campaign

Kobolds might not seem like the most racially tolerant humanoids, but they're not without their charms. It's true, kobolds have destructive impulses toward gnomes. Yes, their primary deity hates all races except for kobolds. Sure, the majority of kobolds are lawful evil in nature. Putting all that aside for the moment, once you look beneath the surface, you might see that most kobolds are not evil by nature, but rather by reaction.

It is only through enduring mistreatment and being looked down upon that kobolds have become the revenge-seeking scions they are today. When putting a Draconic campaign together, especially one that involves non-draconic races, any problem can be solved by giving kobolds their space, respecting their culture, and never disparaging them—not even in jest. If you really want to befriend kobolds, let them come to you.

Out of Their Element

Once you remove a kobold from his lair and give him a chance to interact with other cultures, he either seeks the fastest possible route back to his tribe or he decides to linger a while. A kobold who stays behind in a foreign culture might initially justify his decision as an opportunity to study the "weaknesses" of his enemies, only to discover that those weaknesses are actually benefits.

The result of mingling with individuals who do not automatically consider kobolds hostile, such as potential adventuring companions, can have a surprising effect on individual kobolds. Instincts of servitude start to wane as their personality emerges for the first time. Even kobolds who would rather return home but cannot due to circumstance often find themselves enjoying the freedom of individuality.

One quality that all kobolds share is their desire to be an active member of a working family, which makes them well suited to adventuring groups. Elves, halflings, half-orcs, humans, and even dwarves can become extensions of a kobold's racial family. The same does not hold true for gnomes—no matter how much time passes in a relationship between a gnome and a Kurtulmak-worshiping kobold, the very best that can be hoped for is a vicious rivalry.

A kobold who worships Io is a different matter. Such kobolds are very different from those who worship Kurtulmak. They already value their individuality, do not mind keeping their own company, and do not harbor ill will toward any particular race. Io-worshiping kobolds deliberately expose themselves to creatures that would normally evoke their racial ire (such as gnomes) in order to challenge their own preconceptions. Their goal is to perceive all races with objectivity, in the same way that Io accepts draconic worshipers of all alignments.

IN THEIR ELEMENT

Unlike with typical heroes, a party composed entirely of kobolds is not always motivated by the acquisition of wealth. Instead, the stakes for kobold adventurers can include such motivations as locating a lair to save a wandering kobold tribe from extinction, gaining access to resources that have been cut off by dwarf occupation, or defending unborn eggs from heroic adventurers who treat their lairs as playgrounds.

It's easy to justify kobolds' tactics when they are on the receiving end of an attack, but kobolds are also more than a little guilty of taking the offensive when gnomes are present. Still, not all kobolds allow racial hatred to rule their actions, specifically those who worship Io. These kobolds contribute no less than any other hardworking member of the lair, but are largely misunderstood by their kin. While Io-worshiping kobolds are not openly mocked, most kobolds fail to grasp their beliefs, even while simultaneously respecting their acknowledged creator.

From the reverse perspective, Io-worshipers feel both connected to other kobolds and distant at the same time, regarding the kobolds' preoccupation with revenge as an expenditure of energy that could be more effectively used to broaden their arcane knowledge.Kobolds who worship Io are the most likely to leave their lairs for the sake of acquiring new experiences.

KOBOLD SETTLEMENTS

Chapter 5 of the *Dungeon Master's Guide* offers a system for generating towns that falls short of defining the dynamics of a kobold lair. For instance, a kobold lair is structured without a traditional class system, so neither aristocrats nor commoners are present. Kobold experts who specialize in mining make up most of a settlement's population. To create a kobold settlement, use the following guidelines.

Referring to kobold settlements as thorps, hamlets, or villages is misleading, since their lairs bear only the most rudimentary similarities to such communities.

Table 9–1: Kobold Settlements

d%	Lair Size	Population[1]	GP Limit[2]
01–20	Den	40–160	150 gp
21–40	Cavern	161–800	300 gp
41–55	Burrow	801–1,800	1,200 gp
56–70	Small warren	1,801–4,000	4,500 gp
71–80	Large warren	4,001–10,000	22,500 gp
81–90	Small colony	10,001–24,000	60,000 gp
91–95	Large colony	24,001–50,000	150,000 gp
96–100	Labyrinth	50,001 or more	225,000 gp

1 Adult population. In kobold lairs, the number of nonadults ranges from 40% to 60% of the adult population.

2 Kobold lairs differ from the Random Town Generation table (*DMG* 137) in that jewelry, precious stones, and rare metal trade goods are five times the given gp limit for a kobold lair of a given size. In other words, a kobold burrow —which would normally have a 1,200 gp limit on items that can be bought, sold, or exchanged—has a 6,000 gp limit for jewelry, precious stones, and rare metal trade goods. Any other goods or trade items are held to the regular gold piece limit for a lair of that size.

Most of the kobolds in a lair are crammed together near the largest concentration of underground springs. The highest level, closest to the surface, is reserved for warriors who defend the lair while the lowest level is occupied by experts, all of whom are funded by the lair to assist mining efforts—the sustaining force of a kobold economy.

The wealth accumulated by a kobold settlement is funneled into two areas of kobold society: feeding and supplying the lair, and lining the hordes of dragons (see The Kobold Economy, page 51).

Table 9–2: Racial Mix

Isolated	Mix	Integrated
98% kobold	92% kobold	80% kobold
2% dragon[1]	5% dragon[1]	10% dragon[1]
	2% lizardfolk	5% lizardfolk
	1% troglodyte	3% troglodyte
		2% other races

1 Dragon indicates the presence of dragonwrought kobolds or a dragon hatchling that has been entrusted to a kobold lair.

Typically, 90% of kobold settlements are isolated, 9% are mixed, and 1% are integrated.

ADVENTURING IN KOBOLD SETTLEMENTS

Depending on the amount of metal and precious stones waiting to be mined out of the ground nearby, a kobold lair inflates in size accordingly. The larger a deposit, the longer kobolds remain in a particular lair. The longer kobolds remain in one place, the more they adorn their lairs with objects of draconic history. In the same way that kobolds never forget a grudge, their long memories serve them equally well when recording the stories of their ancestors.

A kobold lair is almost always ruled by a lawful evil all-watcher who is frequently one part miner, one part merchant, and one part sorcerer. Settlements led by lawful neutral leaders are not without precedent, and lawful good settlements are the least common among the three lawful alignments. Chaotic power centers rarely maintain discipline long enough to profit from mining. and so they rely on traps and warbands for survival. Neutral power centers are wholly devoted to Io and the acquisition of knowledge, taking up residence in abandoned kobold mines still rich with runic history.

Characters who are discovered infiltrating a lawful evil kobold lair can expect an immediate retreat by the residents, followed by a prompt regrouping in significantly larger numbers. Kobolds keep most of the passageways into their lairs hidden while trapping the more obvious entranceways.

Table 9–3: Kobold Power Centers

d%	Alignment	d%	Alignment
01–65	Lawful evil	91–94	Neutral good
66–75	Lawful neutral	95–97	Chaotic evil
76–80	Lawful good	98–99	Chaotic neutral
81–95	Neutral evil	100	Chaotic good
86–90	Neutral		

Table 9–4: Highest Level Locals

Class[1]	Character Level
Adept	1d8 + community modifier (see below)
Aristocrat2	—
Barbarian	1d4 + community modifier
Bard	1d6 + community modifier
Cleric	3d4 + community modifier
Commoner[2]	—
Druid	1d3 + community modifier
Expert	4d4 + community modifier
Fighter	1d8 + community modifier
Monk	1d6 + community modifier
Paladin	1d3 + community modifier
Ranger	2d4 + community modifier
Rogue	2d4 + community modifier
Sorcerer	4d4 + community modifier
Warrior	1d4 + community modifier
Wizard	1d3 + community modifier

1 Once the total characters of each class have been determined, divide up the balance of the population so that 75% are kobold experts (miners), 10% are adepts, 10% are warriors, and the remaining 5% are experts (other); 25% of the members of the general population are also 1st-level sorcerers, while 25% of all kobolds in a settlement have undergone the Draconic Rite of Passage (see page 43).
2 Aristocrats and commoners do not exist in kobold lairs.

Community Modifiers

Community Size	Community Modifier
Den	–3
Cavern	–2
Burrow	–1
Small warren	+0
Large warren	+3
Small colony	+6 (roll twice)1
Large colony	+9 (roll three times)1
Labyrinth	+12 (roll four times)1

1 Settlements this large can have more than one high-level NPC per class, each of whom generates lower-level characters of the same class (see Total Characters of Each Class, *DMG* 138).

SAMPLE KOBOLD NPCS

The following four characters can be used as examples of typical kobolds encountered in a lair. Feel free to alter their statistics to suit your individual campaign needs. While character levels are preset, these can easily be raised or lowered as appropriate and tailored to any encounter.

Edar — CR 1/2

Male kobold expert 3
LE Small humanoid (dragonblood, reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +6, Spot +6
Languages Draconic

AC 14, touch 11, flat-footed 14
hp 13 (3 HD)
Fort +1, **Ref** +1, **Will** +3
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee dagger +2 (1d3–1/19–20)
Base Atk +2; **Grp** –3

Abilities Str 9, Dex 10, Con 10, Int 10, Wis 11, Cha 9
Feats Endurance, Skill Focus (Profession [miner])
Skills Appraise +6, Craft (trapmaking) +2, Escape Artist +6, Hide +4, Knowledge (architecture and engineering) +6, Knowledge (dungeoneering) +6, Profession (miner) +9, Search +8
Possessions leather armor, heavy pick, dagger, 50 doses of bitterleaf oil, miner's outfit

Hook Edar is a loyal worker. He is happiest when surrounded by his professional family. He lives for work and endangers himself to make sure that the work runs smoothly.

Ner — CR 3

Male kobold warrior 6
LE Small humanoid (dragonblood, reptilian)
Init +1; **Senses** darkvision 60 ft.; Listen –1, Spot –1
Languages Draconic

AC 16, touch 12, flat-footed 15; Dodge, Mobility
hp 27 (6 HD)
Fort +5, **Ref** +3, **Will** +1
Weakness light sensitivity

Speed 30 ft. (6 squares)
Melee longspear +8/+3 (1d6/×3) or
Melee dagger +7/+2 (1d3/19–20) or
Ranged longbow +8/+3 (1d6/×3)
Base Atk +6; **Grp** +2

Abilities Str 10, Dex 13, Con 10, Int 10, Wis 9, Cha 8
Feats Dodge, Mobility, Weapon Focus (longspear)
Skills Climb +6, Craft (trapmaking) +6, Hide +4, Jump +6, Profession (miner) +1, Search +2, Tumble +2
Possessions studded leather armor, longspear, longbow with 40 arrows, dagger, explorer's outfit

Hook Ner mines when his help is needed, but his primary job is watching over the mining team and keeping an eye out for intruders.

Orn — CR 2

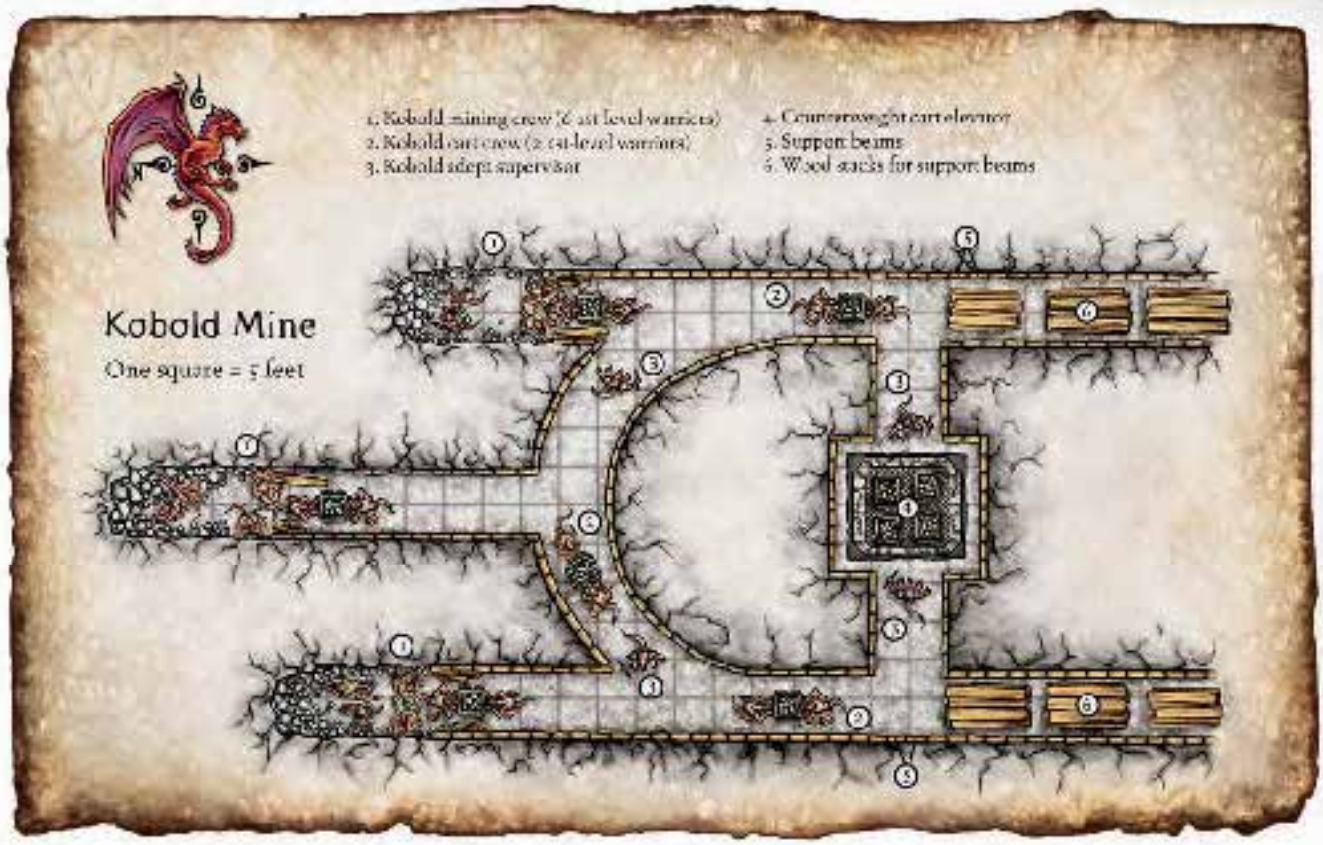
Female kobold expert 5
LE Small humanoid (dragonblood, reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +8, Spot +8
Languages Common, Draconic, Undercommon

AC 14, touch 11, flat-footed 14
hp 22 (5 HD)
Fort +1, **Ref** +1, **Will** +4
Weakness light sensitivity

Speed 30 ft. (6 squares)
Ranged light crossbow +4 (1d6/19–20) or
Melee dagger +2 (1d3–2/19–20)
Base Atk +3; **Grp** –3
Combat Gear 3 weak ditherbombs* (1d6 acid, 5-ft. radius, Reflex DC 10 half), wyrm ditherbomb* (1d6×1d8 acid, 15-ft. radius, Reflex DC 15 half)
*New equipment described on page 122

Abilities Str 6, Dex 10, Con 10, Int 14, Wis 11, Cha 9
Feats Run, Skill Focus (Craft [alchemy])
Skills Craft (alchemy) +13, Craft (trapmaking) +4, Hide +4, Jump +8, Knowledge (architecture and engineering) +10, Listen +8, Profession (demolitionist) +8, Profession (miner) +2, Search +6, Spot +8, Tumble +10
Possessions combat gear plus leather armor, light crossbow with 20 bolts, dagger, alchemist's lab, traveler's outfit

Hook Orn is the demolitions expert of the group and enjoys her profession perhaps a bit too much, reveling in the destruction caused by her ditherbomb explosions.


1. Kobold mining crew (2 1st-level warriors)
2. Kobold cart crew (2 1st-level warriors)
3. Kobold adept supervisor
4. Counterweight cart elevator
5. Support beams
6. Wood stacks for support beams
Kobold Mine
One square = 5 feet

Sjir, Crew Healer — CR 2

Female kobold adept 4
LE Small humanoid (dragonblood, reptilian)
Init +0; **Senses** darkvision 60 ft.; Listen +2, Spot +2
Languages Draconic

AC 14, touch 11, flat-footed 14
hp 14 (4 HD)
Fort +1, **Ref** +1, **Will** +6
Weakness light sensitivity

Speed 30 ft. (6 squares)
Ranged light crossbow +3 (1d6/19–20) or
Melee dagger +1 (1d3–2/19–20)
Base Atk +2; **Grp** –4
Combat Gear scroll of *cure moderate wounds*, scroll of *scorching ray*
Adept Spells Prepared (CL 4th):
2nd—*lesser restoration*
1st—*cure light wounds* (2), *sleep* (DC 13)
0—*create water*, *cure minor wounds* (2)

Abilities Str 6, Dex 10, Con 10, Int 11, Wis 14, Cha 9
SQ familiar (none)
Feats Rapid Reload (light), Scribe Scroll
Skills Concentration +7, Craft (trapmaking) +2, Heal +9, Hide +4, Profession (miner) +4, Search +2
Possessions combat gear plus leather armor, light crossbow with 20 bolts, dagger, 50 doses of bitterleaf oil, adept's vestments

Hook Sjir feels protective over her mining crew, knowing that she is their source of healing, but also drives them to stay productive.

Kobold Mine

The map on this page shows the layout of a typical kobold mine (and one that has plenty of room for expansion).

Kobold mining crews (marked 1 on the map) work constantly at digging fresh ore out of the tunnels as they excavate farther into the earth. Cart crews (2) haul the ore from the mining site under the watchful eye of adept supervisors (3) and transport it to the elevator (4) so it can be taken to the surface. As the miners dig deeper, the walls of the mine tunnels are shored up with wooden support beams (5). Other piles of lumber (6) are stacked near the elevator; as this supply is used, it is replenished with other wood brought down from the surface.

Appendix: The Draconic Language

The language of dragons is one of the oldest forms of communication. According to the wyrms, it is second only to the languages of the outsiders, and all mortal tongues are descended from it. Its script was likely created long after its spoken form was standardized, as dragons have less need to write than other races. Some scholars believe Draconic script might have been influenced by Dwarven runes, but the wise don't express this opinion within hearing of a dragon.

Many reptilian races use crude versions of Draconic, including lizardfolk and troglodytes. It is likely that these races were once taught or enslaved by dragons, and it is even possible that they took Draconic for their own simply to make a claim to common ancestry. The Draconic script is also used when a written form is needed for the elemental languages of Auran and Ignan. Despite this commonality, it is no easier for someone who knows Draconic to learn the languages of air and fire creatures.

Slight variations exist in the dialect of Draconic that is used by the various kinds of chromatic dragons. These differences are similar to regional accents. They form no impediment to understanding, but they are sufficiently obvious for a native speaker to know whether someone learned to speak Draconic from a red or green dragon. The various metallic dragons all have similar accents, but the chromatic dragons each have their own slight differences in pronunciation. In general, Draconic has not changed significantly for hundreds, if not thousands, of years.

Draconic sounds harsh to most other creatures and includes numerous hard consonants and sibilants. It includes sounds that humans generally describe as hissing (sj, ss, and sv) as well as a noise that sounds a great deal like a beast clearing its throat (ach).

Words that modify other words can be placed before or after the word they modify. The most important modifier is always placed before, and it might be placed directly after as well if additional emphasis on the modifier is desired. A speaker of Draconic who wanted to say a big, black, evil dragon was approaching, but wanted the fact that it was evil more than anything else might say, "Malsvir darastrix turalisj vutha gethrisj leirith" or even "Malsvir darastrix turalisj vutha malsvir gethrisj leirith."

Most Draconic words have emphasis placed on the first syllable. Important ideas are emphasized in spoken Draconic by stressing the beginning and end of the word. In the written form, important words are marked with a special symbol of six lines radiating outward, similar to an asterisk (*). This device is most often used by dragons when referring to themselves. The dragon Karajix would pronounce his name KA-raj-IX, and it would be written *Karajix*. This emphasis is also sometimes used when commanding, threatening, warning, or making a point.

Draconic has no specific word for "my" or "mine," instead using several prefixes depending on the exact meaning. A physical object claimed as a possession by a dragon speaker would begin with "veth" or "vethi," an individual with a relationship to the dragon (such as a friend or relative) begins with "er" or "ethe," and all other forms of possessiveness are represented by putting "ar" or "ari" before a word. Thus for a dragon to say "my sword" or "the sword is mine" he need only say "vethicaex," and "arirlym" translates as "my enemy." When indicating possession by another, combine the name of the possessor with the object possessed into a single word that starts with "ar" or "ari."

DRACONIC EXPRESSIONS

Here are some sample sentences and their translations into Draconic. Note that since the list of vocabulary words is very limited, some approximations have been employed.

Mialee, talk to the well-dressed (fashionable) spellscale.
Mialee, ukris arcath thul.

The dragonborn says the magic sword we want is in the green dragon's lair (fortress).
Ux Bahamuti ner levex caex levex yth tuor persvek darastrix vutha hurthi.

The dragonborn dwarf serves the prophecy.
Ux Bahamuti tibur tundar faestir lorsvek.

The spawn of Tiamat is evil and dangerous. We should study (learn of) our enemy.
Tiathar malsvir vur korth. Yth vor irlym.

Shut up you stupid kobold! Get in there!
*Thric ner, *pothoc* wux petisse! *Gethrisj* persvek!*

Tordek, hit the orc with your axe.
Tordek, vargach ghik mrith aritordekgarurt.

A red dragon! Scram!
*Charir *darastrix*! *Osvith*!*

Krusk is dead. He died with much bravery.
*Krusk loex. Loreat mrith *sveargith*.*

We battled through the night.
Yth vargach erekess thurkear.

Check out all this gold! Tomorrow we'll be kings!
*Ocuir throden *aurix*! Earenk yth *maekrix*!*

Magical and powerful, dragons are superior beings (leaders).
Arcaniss vur versel, darastrix maekrix.

The secrets of the dragon's treasure are in this scroll.
Ardarastrixrasvim irthos persvek sjir.

Dragon's blood flows in a sorcerer.
Aridarastrixiejir gethrisj persvek vorastrix.

Please don't disembowel the dwarf.
Martivir thric gixustrat tundar.

BASIC VOCABULARY: I

Here is a list of some often-used words in the Common tongue and their translations into Draconic.

Common	Draconic
above	svern
adventurer	toovir
after	ghent
air	thrae
and	vur
animal	baeshra
armor	litrix
arrow	vaess
ash	vignar
axe	garurt
bag	waeth
battle	vargach
beautiful	vorel
bronze	aujir
before	ghoros
behind	zara
below	vhir
beside	unsinti
big	turalisj
black	vutha
bleed	rhyisj
blood	iejir
blue	ulhar
book	turasjir
bow	vaex
born as	tibur
burn	valignat
bravery	sveargith
breathe	frahr
breath weapon	frahraek
breed	maurg
bribe	durah
but	shar
cave	waere
celestial	athear
century	ierikc
child	vrak
cleric	sunathaer
claw	gix
copper	rach
cow	rhyvos
coward	faessi
crippled	thurgix
dance	vaeri
danger	korth
darkvision	sverak
day	kear
dead	loex
deity	urathear
demon	kothar
die	loreat
disembowel	gixustrat
draconic creature	darss
dragon	darastrix
dragonblood	darastrixethe
dragonborn	ux Bahamuti
dwarf	tundar
earth	edar
elf	vaecaesin
enchanted	levex
enemy	irlym
evil	malsvir
expand	turalisjth
eye	sauriv
far	karif
fashionable	thul
fate	haurach
female	aesthyr
few	lauth
fire	ixen
flee	osvith
fly	austrat
food	achthend
for	ihk
forest	caesin
fortress	hurthi
friend	thurirl
gem	kethend
give	majak
gnome	terunt
go	gethrisj
gold	aurix
good	bensvelk
green	achuak
half-dragon	darasv
halfling	rauhiss
hammer	jhank
hate	dartak
heal	irisv
holy	ioth
home	okarthel
human	munthrek
if	sjek
in	persvek
invigorate	strix
iron	usk
kill	svent
knowledge	irthir
kobold	petisse
leader	maekrix
learn	vor
magic	arcaniss
male	sthyr
many	throden
meat	rhyaex
mountain	verthicha
name	ominak
near	leirith
night	thurkear
no	thric
nor	thur
normal	munth
ogre	ghontix
on	shafaer
one	ir
or	usv
orc	ghik
pain	loerchik
peace	martivir
pillage	thadarsh
platinum	ux
powerful	versel
prolong	ssearth
prophecy	lorsvek
protect	troth
quest	geth
rain	oposs
red	charir
replenish	veschik
rest	ssifisv
ruler	ssissth
savior of	bejik
scroll	sjir
secret	irthos
see	ocuir
serve	faestir
shadow	sjach
shrink	kosjth
silent	ssej
silver	orn
skin (hide)	molik
slaughter	kurik
slayer of	fintir
small	kosj
smart	othokent
so	zyak
soar	hysvear
song	miirik
sorcerer	vorastrix
speaker	lexi
spawn of Tiamat	tiathar
speak	renthisj
spear	ner
spellscale	arcath
star	isk
steel	vyth
stone	ternesj
stop	pok
storm	kepesk
strong	versvesh
stupid	pothoc
sword	caex
take	clax
talk	ukris
thief	virlym
through	erekess
to	ekess
tomorrow	earenk
travel	ossalur
treasure	rasvim
tooth	oth
ugly	nurh
undead	kaegro
under	onureth
unfashionable	nurthul
valley	arux
victory	vivex
want	tuor
war	aryte
warrior	arytiss
water	hesjing
we	yth
wealth	noach
weapon	laraek
white	aussir
with	mrith
wizard	levethix
wood	grovisv
word	lex
year	eorikc
yellow	yrev
yes	axun
yet	sjerit
wux	you

BASIC VOCABULARY: II

Here is a list of some often-used words in the Draconic language and their translations into Common.

Draconic	Common
achthend	food
achuak	green
aesthyr	female
arcaniss	magic
arcath	spellscale
arux	valley
aryte	war
arytiss	warrior
athear	celestial
aujir	bronze
aurix	gold
aussir	white
austrat	fly
axun	yes
baeshra	animal
bejik	savior of
bensvelk	good
caesin	forest
caex	sword
charir	red
clax	take
darastrix	dragon
darastrixethe	dragonblood
darasv	half-dragon
darss	draconic creature
dartak	hate
durah	bribe
earenk	tomorrow
edar	earth
ekess	to
eorikc	year
erekess	through
faessi	coward
faestir	serve
fintir	slayer of
frahr	breathe
frahraek	breath weapon
garurt	axe
geth	quest
gethrisj	go
ghent	after
ghik	orc
ghontix	ogre
ghoros	before
gix	claw
gixustrat	disembowel
grovisv	wood
haurach	fate
hesjing	water
hurthi	fortress
hysvear	soar
iejir	blood
ierikc	century
ihk	for
ioth	holy
ir	one
irisv	heal
irlym	enemy
irthir	knowledge
irthos	secret
isk	star
ixen	fire
jhank	hammer
kaegro	undead
karif	far
kear	day
kepesk	storm
kethend	gem
korth	danger
kosj	small
kosjth	shrink
kothar	demon
kurik	slaughter
laraek	weapon
lauth	few
leirith	near
levethix	wizard
levex	enchanted
lex	word
lexi	speaker
litrix	armor
loerchik	pain
loex	dead
loreat	die
lorsvek	prophecy
maekrix	leader
majak	give
malsvir	evil
martivir	peace
maurg	breed
miirik	song
molik	skin (hide)
mrith	with
munth	normal
munthrek	human
ner	spear
noach	wealth
nurh	ugly
nurthul	unfashionable
ocuir	see
okarthel	home
ominak	name
onureth	under
oposs	rain
orn	silver
ossalur	travel
osvith	flee
oth	tooth
othokent	smart
persvek	in
petisse	kobold
pok	stop
pothoc	stupid
rach	copper
rasvim	treasure
rauhiss	halfling
renthisj	speak
rhyaex	meat
rhyisj	bleed
rhyvos	cow
sauriv	eye
shafaer	on
shar	but
sjach	shadow
sjek	if
sjerit	yet
sjir	scroll
ssearth	prolong
ssej	silent
ssifisv	rest
ssissth	ruler
sthyr	male
strix	invigorate
sunathaer	cleric
sveargith	bravery
svent	kill
sverak	darkvision
svern	above
ternesj	stone
terunt	gnome
thadarsh	pillage
thrae	air
thric	no
throden	many
thul	fashionable
thur	nor
thurgix	crippled
thurirl	friend
thurkear	night
tiathar	spawn of Tiamat
tibur	born as
toovir	adventurer
troth	protect
tundar	dwarf
tuor	want
turalisj	big
turalisjth	expand
turasjir	book
ukris	talk
ulhar	blue
unsinti	beside
urathear	deity
usk	iron
usv	or
ux	platinum
ux Bahamuti	dragonborn
vaecaesin	elf
vaeri	dance
vaess	arrow
vaex	bow
valignat	burn
vargach	battle
versel	powerful
versvesh	strong
veschik	replenish
verthicha	mountain
vhir	below
vignar	ash
virlym	thief
vivex	victory
vor	learn
vorastrix	sorcerer
vorel	beautiful
vrak	child
vur	and
vutha	black
vyth	steel
waere	cave
waeth	bag
wux	you
yrev	yellow
yth	we
zara	behind
zyak	so

Appendix: Dragon Deities

The dragon deities are all children of Io, the Ninefold Dragon who encompasses all the opposites and extremes of dragonkind.

You don't have to be a dragon to worship one of these deities, though most of their worshipers are. Just as a human weaponsmith might venerate Moradin, or an elf archer pay homage to Ehlonna, so too could a dwarf, half-orc, or halfling worship a god or goddess otherwise associated with dragons. In fact, such worship is particularly common among the various reptilian (and Draconic-speaking) races, such as kobolds, lizardfolk, and troglodytes.

The deity descriptions in this appendix are expanded from a similar presentation in Chapter 1 of *Draconomicon*. These descriptions supersede previous versions.

READING THE DEITY ENTRIES

The first section of text contains basic information about the deity.

Name: The first line gives the name by which the deity is generally known. Other names or titles attributed to the deity (if any) are given immediately below the name.

Rank: This entry gives the god's divine rank, either demigod, lesser, or intermediate.

Symbol: A short description of the holy or unholy symbol carried by the deity's clerics. This symbol is often used on altars or other items dedicated to the deity.

Home Plane: The portion of the cosmos where the deity chiefly resides. If you don't use the core cosmology presented in the *Manual of the Planes*, feel free to change these home planes as appropriate to your campaign.

Alignment: The deity's alignment. Deities follow the same alignments as mortals do; see Chapter 6 of the *Player's Handbook*.

Portfolio: The aspects of mortal existence with which the deity is most often associated. Portfolio elements are listed roughly in their order of importance to the deity.

Worshipers: Those who worship or venerate the deity, roughly in order of their number and importance to the deity.

Cleric Alignments: What alignments the deity's clerics can have. As noted in the *Player's Handbook*, a cleric typically has the same alignment as his deity. Some clerics are one step away from their respective deity's alignment. For example, most clerics of Heironeous (who is lawful good) are lawful good themselves, but some are lawful neutral or neutral good. A cleric cannot be neutral unless his deity is neutral.

Two alignments are within one step of each other if they appear adjacent to each other horizontally or vertically on the following chart. Alignments that are adjacent to each other on a diagonal are not within one step.

Lawful good	Neutral good	Chaotic good
Lawful neutral	Neutral	Chaotic neutral
Lawful evil	Neutral evil	Chaotic evil

Some deities do not accept clerics of all alignments that are within one step of their own. For example, Bahamut, a lawful good deity, only has lawful good and neutral good clerics.

Domains: Clerics of the deity can choose from among the domains listed here. Domains marked with an asterisk (Dragon, Greed and Wealth) are found in *Draconomicon*.

Domains presented inside brackets are found in the Forgotten Realms campaign setting. If your campaign is set in that world, you can add these domains to the god's list (possibly replacing other domains if desired).

Favored Weapon: What weapon the deity favors. The deity's clerics generally prefer to use such weapons, and certain spells that clerics cast, such as *spiritual weapon*, can have effects that resemble this weapon.

All favored weapon entries for these deities have two listings. The first is for weapon-wielding clerics, while the weapon in parentheses is for dragon clerics who use natural attacks rather than manufactured weapons.

DESCRIPTIVE TEXT

Immediately following the line-item deity entries is information about what the deity looks like and other general facts. Sections address specific aspects of how the deity is worship such as its clergy, temples, and prayers.

GAME STATISTICS

This product doesn't have the scope to address specific game statistics and divine powers for these deities. Game statistics for Bahamut and Tiamat are presented in *Deities and Demigods*. Use that book to create game statistics for the other dragon deities here if you desire such information.

The Draconic Pantheon

Deity	Align	Domains
Aasterinian	CN	Chaos, Dragon*, Luck, Travel, Trickery [Charm, Illusion, Trade]
Astilabor	N	Dragon*, Protection, Wealth* [Cavern, Metal]
Bahamut	LG	Air, Dragon*, Good, Luck, Protection [Nobility, Storm]
Chronepsis	N	Death, Dragon*, Knowledge [Fate, Planning, Time]
Falazure	NE	Death, Dragon*, Evil [Darkness, Undeath]
Garyx	CE	Chaos, Destruction, Dragon*, Evil, Fire [Renewal]
Hlal	CG	Chaos, Dragon*, Good, Trickery [Rune]
Io	N	Dragon*, Knowledge, Magic, Strength, Travel, Wealth* [Spell]
Lendys	LN	Destruction, Dragon*, Law, Protection [Retribution]
Tamara	NG	Dragon*, Good, Healing, Strength, Sun [Family]
Tiamat	LE	Destruction, Dragon, Evil, Greed*, Law, Trickery [Hatred, Scalykind, Tyranny]

AASTERINIAN

Messenger of Io
Demigod
Symbol: Grinning dragon's head
Home Plane: Outlands
Alignment: Chaotic neutral
Portfolio: Learning, invention, pleasure
Worshipers: Chaotic dragonbloods, free thinkers
Cleric Alignments: CG, N, CN, CE
Domains: Chaos, Dragon*, Luck, Travel, Trickery [Charm, Illusion, Trade]
Favored Weapon: Scimitar (claw)

Aasterinian is a cheeky deity who enjoys learning through play, invention, and pleasure. She is Io's messenger, a huge brass dragon who enjoys disturbing the status quo.

She loves all who enjoy innovation and whimsy and is accepting of all dragonblood creatures. Spellscales prove exceptionally amusing to her. She enjoys their changeable natures.

Dogma

Aasterinian is flighty and quick-witted. She encourages her followers to think for themselves, rather than relying on the word of others. The worst crime, in Aasterinian's eyes, is not trusting in yourself and your own devices.

Clergy

Aasterinian's clerics are typically wanderers who travel in disguise or secrecy. The majority of her clerics are draconic or half-dragon humanoids. Spellscales who become clerics often find Aasterinian the most compatible deity for them.

Her followers enjoy friendly relations with those of Garl Glittergold, Fharlanghn, Olidammara, and similar deities.

Quests

Aasterinian's quests are more variable than most other deities' tasks. There's no predicting what she'll ask of her follower. Almost all involve travel and new experiences, though. The quests upon which she sends a supplicant tend to focus more on the journey than the destination.

Prayers

Aasterinian values diversity of experience, learning, and innovation. Prayers to her often take the form of expressions of desire for change. One daily prayer is "Let today differ from both yesterday and tomorrow," expressing a desire for new experiences.

Temples

Temples to the goddess are rare in the extreme, though simple shrines dot the landscape—quiet, hidden places where worshipers can rest peacefully during their travels. The architecture of such shrines is generally simple, with building designs that emphasize functionality and comfort. A shrine typically has a library, or at least a shelf holding a few miscellaneous books, with a sign indicating that travelers are welcome to take a book if they leave one book to replace it.

Rites

Every time a worshiper learns or creates something new, he is honoring Aasterinian. Whether laughing with pleasure, smiling with delight, or sighing with contentment, the Messenger's followers remember their god.

Herald and Allies

Aasterinian's herald on the Material Plane is an ancient brass dragon with a turquoise-sheened forehead bearing a golden star in the center. Her allies are chaotic or neutral dragons, half-dragons, and draconic creatures of all sorts.

ASTILABOR

The Acquisitor, the Hoardmistress
Lesser Deity
Symbol: A 12-faceted gem
Home Plane: Outlands
Alignment: Neutral
Portfolio: Acquisitiveness, status, wealth
Worshipers: Dragonbloods, those who seek wealth
Cleric Alignments: NG, LN, N, CN, NE
Domains: Dragon*, Protection, Wealth* [Cavern, Metal]
Favored Weapon: Scimitar (claw)

Astilabor represents the natural draconic desire to acquire treasure and power. She dislikes the naked greed displayed by Tiamat and her followers. She appears as a Huge dragon who shimmers with all the chromatic and metallic colors of dragonkind.

Dogma

Astilabor values wealth and power, but without any stigma of greed. She instills in dragonkind the innate need for collecting and protecting the hoard. She claims that she cannot abide theft of any kind from her worshipers, but often turns a blind eye if such acts are performed in the name of building one's hoard.

Clergy

Astilabor accepts only clerics with an element of neutrality in their alignment, the better to remain pure to the goal of acquiring and protecting the hoard. Her clerics prefer not to become involved in conflicts between dragons, but often reward those whose hoards become large and valuable.

Holy symbol of Aasterinian

Illus. by W. England

Astilabor is revered by dragons of all types and alignments, but actively worshiped by few. Most at least scratch out her symbol as a protective ward over their hoards.

Astilabor's worshipers are friendly toward those of Moradin and Garl Glittergold (since those gods respect the value of a gem or coin as much as anyone), but they distrust followers of Olidammara, whom they believe to be thieves at heart.

Quests

Acquiring a specific item of value or a set amount of gold to add to one's hoard are the most common pursuits of the followers of Astilabor. If a worshiper offends her, the treasures gained by the quest are turned over to one of her temples.

Prayers

Prayers to Astilabor are often performed while counting one's hoard. While running one's hands or claws through a pile of gold coins, a worshiper might say, "All this gold belongs to me. May I add to my riches tenfold, tenfold times."

Holy symbol of Astilabor

Temples

There is a decided tension between Astilabor's worshipers' need to add to their own hoards and their desire to honor their deity. Temples to Astilabor are generally grand structures that are secure and well protected. The lavish furnishings and accoutrements are typically objects loaned to the temple by the congregation. A temple might have elaborate platinum candlesticks and wall sconces provided by one dragon and cloth-of-gold wall hangings provided by another. The ownership of each item is made clear by some means, usually a particular mark engraved on an item or sewn into it.

Rites

Most of Astilabor's rites involve a group of supplicants seeking to gain wealth. Some of these groups resemble traditional adventuring parties.

Herald and Allies

Astilabor's herald is a neutral 19th-level draconic human rogue. Her allies include dragons, half-dragons, and draconic creatures. Sometimes these allies have celestial or fiendish lineage, but even then those individuals always have a neutral component to their alignment.

BAHAMUT

The Platinum Dragon, King of the Good Dragons, Lord of the North Wind

Holy symbol of Bahamut

Lesser Deity
Symbol: Star above a milky nebula
Home Plane: Celestia
Alignment: Lawful good
Portfolio: Good dragons, wind, wisdom
Worshipers: Good dragons, anyone seeking protection from evil dragons
Cleric Alignments: LG, NG
Domains: Air, Dragon*, Good, Luck, Protection [Nobility, Storm]
Favored Weapon: Heavy pick (bite)

Bahamut is revered in many locales. Though all good-aligned dragons pay homage to Bahamut, gold, silver, and brass dragons hold him in particularly high regard. Other dragons, even evil ones (except perhaps his archrival Tiamat), respect Bahamut for his wisdom and power.

In his natural form, Bahamut is a long, sinuous dragon covered in silver-white scales that sparkle and gleam even in the dimmest light. Bahamut's catlike eyes are deep blue, as azure as a midsummer sky, some say. Others insist that Bahamut's eyes are a frosty indigo, like the heart of a glacier. Perhaps the colors merely reflect the Platinum Dragon's shifting mood.

Dogma

Bahamut is stern and very disapproving of evil. He brooks no excuses for evil acts. In spite of this stance, he is among the most compassionate beings in the multiverse. He has limitless empathy for the downtrodden, the dispossessed, and the helpless. He urges his followers to promote the cause of good, but prefers to let beings fight their own battles when they can. To Bahamut, it is better to offer information, healing, or a (temporary) safe refuge rather than to take others' burdens upon oneself.

An equally important aspect to Bahamut is his constant conflict with Tiamat. He continually stands in opposition to her world-dominating schemes. Most recently, she has begun a campaign to heavily populate the world with her spawn. Bahamut has answered this outbreak of evil by recruiting stalwart heroes to his side—the dragonborn.

In addition to the dragonborn, Bahamut is served by seven great gold wyrms that often accompany him when he visits the Material Plane.

Clergy

Bahamut accepts only good clerics. Clerics of Bahamut, whether they are dragons, half-dragons, or other beings attracted to Bahamut's philosophy, strive to take constant but subtle action on behalf of good, intervening wherever they are needed but striving to do as little harm in the process as possible.

Illus. by W. England

Bahamut's chief foe is Tiamat, and this enmity is reflected in the attitude of each deity's worshipers. Followers of Bahamut respect Heironeous, Moradin, Yondalla, and other lawful good deities.

Quests

Bahamut's worshipers are most apt to go on a quest to destroy or stop one of Tiamat's spawn. Whenever they have a reasonable opportunity to do so, followers of Bahamut act to thwart Tiamat or her minions.

Prayers

Worshipers follow the philosophy that one should "pray with one's deeds, not one's mouth." Each act that promotes the welfare of good dragonkind or thwarts the depravity of evil dragonkind is a prayer of action.

Temples

Temples to Bahamut are rare in the extreme. Those that exist are beautiful, elegant structures with clean, simple lines. The furnishings of a temple are simple, without embellishment or adornment. The building includes meeting rooms where followers can gather to worship or to plan their next campaign against Tiamat's spawn, as well as smaller, private rooms where individuals can pray, meditate, or rest and recuperate in privacy.

Many gold, silver, and brass dragons maintain simple shrines to Bahamut in their lairs, usually nothing more elaborate than Bahamut's symbol scribed on a wall. Bahamut is not appreciative of being honored by objects, emphasizing deeds instead.

Rites

Bahamut's worshipers and clergy don't have formal rituals or ceremonies. The only activity that one would call a rite is the Rite of Rebirth (see page 8), by which a humanoid becomes a dragonborn.

Herald and Allies

Bahamut uses a mature adult celestial gold dragon as his herald. His allies include good dragons, half-dragons, draconic creatures, and dragonborn.

If a dragonborn strays from her holy duties, Bahamut sends one of his aspects to visit her. The aspect endeavors to talk with the transgressor, and uses reason and diplomacy to remind her of the commitment she accepted when she became a dragonborn.

Aspect of Bahamut — CR 12

LG Huge dragon (extraplanar)
Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision; Listen +24, Spot +24
Aura frightful presence
Languages Celestial, Common, Draconic

AC 25, touch 8, flat-footed 25
hp 179 (12 HD); **DR** 5/epic
Immune cold, sleep, paralysis
Fort +16, **Ref** +7, **Will** +14

Speed 30 ft. (6 squares), fly 100 ft. (good)
Melee bite + 22 (3d6+12) and
2 claws +17 (2d6+6)
Space 10 ft.; **Reach** 10 ft.
Base Atk +12; **Grp** +32
Atk Options Cleave, Power Attack
Special Actions breath weapon, Tempest Breath (DC 18)

Abilities Str 34, Dex 9, Con 26, Int 23, Wis 24, Cha 23
Feats Alertness, Cleave, Improved Initiative, Power Attack, Tempest Breath*
*Described in *Draconomicon,* page 74
Skills Diplomacy +23, Handle Animal +21, Intimidate +21, Knowledge (arcane) +21, Knowledge (history) +21, Knowledge (nature) +21, Knowledge (the planes) +21, Knowledge (religion) +21, Listen +24, Ride +2, Search +19, Sense Motive +22, Spot +24, Survival +9

Breath Weapon (Su) 1/day, 40-ft. cone, 12d6 cold, Reflex DC 24 half

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Hook This long, sinuous dragon is covered in silver-white scales that sparkle and gleam with a light all their own. Its catlike eyes shift between the blue of an azure sky and the chill of a frozen glacier, as its mood determines.

An aspect of Bahamut is an embodiment of a small portion of the deity's life force. Unlike the much more powerful avatars of Bahamut, an aspect of Bahamut is not an extension of the original deity. Rather than extending the deity's personal self, an aspect is a short-lived echo of the deity's will, a temporary biological expression of divine power.

Occasionally an aspect of Bahamut arises spontaneously on the deity's home plane or a closely related plane. More often, aspects are called forth on other planes by magic of some kind, including the *planar ally* and *planar binding* spells or the *summon aspect of Bahamut* spell (see page 118). In any case, they are short-lived, usually fading back into nonexistence within a day.

Aspects of Bahamut are more willing than most divine aspects to converse with mortals. Their diplomatic skills are legendary, though they only speak from the position of superiority due them as representatives of the Master of the North Wind.

Combat

An aspect of Bahamut is a fantastically intelligent combatant. It is fearless, caring nothing for its continued existence unless its existence is strategically more important than the tactical damage it can inflict by fighting ingeniously to the death. Its coldly calculated rage, its capacity for flight, and its penchant for well-timed counterattacks make it far more dangerous than a normal dragon, whose anger and strength in combat are derived in part from its awareness of its own mortality.

Unless it suits its purposes to be surrounded, an aspect of Bahamut is quite cagey about picking off its enemies one by one. Whenever possible, it chooses the battlefield to prevent its foes from using their strengths and their prepared spells. Although an aspect cannot cast spells of its own, it is willing to team up with spellcasting allies who can provide it with powers that increase its opportunities for surprise.

CHRONEPSIS

The Silent, The Watcher

Lesser Deity
Symbol: An unblinking draconic eye
Home Plane: Outlands
Alignment: Neutral
Portfolio: Fate, death, judgment
Worshipers: Dragons, those who would observe
Cleric Alignments: N
Domains: Death, Dragon*, Knowledge [Fate, Planning, Time]
Favored Weapon: Scythe (claw)

Chronepsis is neutral—silent, unconcerned, and dispassionate. He is the draconic god of fate, death, and judgment. His form is colorless and without luster, marking him as an outsider in the struggles between the chromatic and metallic dragons.

Dogma
Chronepsis is a passionless observer of the world. He passes judgment on all dragons when they die, deciding where their souls go in the afterlife. Unlike Lendys (see below), Chronepsis is uninterested in justice—he merely observes what is and is not. He is also singularly uninvolved in the activities of the living, and strives to remain so. It is said that only a cataclysm of world-shaking proportions could move Chronepsis from his disinterest.

Clergy
Chronepsis has very few active worshipers and even fewer clerics, since most dragons don't possess the balanced outlook necessary for them to avoid interfering in the events they observe.

The followers of Chronepsis count other faiths neither as friends nor enemies. Of the other deities, only Boccob the Uncaring shares a similar outlook, but neither deity cares enough to forge an alliance.

Quests
A worshiper of Chronepsis might be tasked with retrieving the remains of a dead dragonblood so they can be interred in a temple. It is also not unusual for a follower to be sent to attend and protect a dying dragon.

Prayers
Worshipers of Chronepsis do not pray in any traditional sense. They know that either petitions for aid or praises of their god's glory will go unanswered and unheeded. Prayer is not necessary, since Chronepsis is not swayed by words. Instead, worshipers often meditate upon the cyclical nature of life and death. A common saying, though none would call it a true prayer, is "We begin to die the day we are born."

Temples
Temples to Chronepsis are usually mausoleums, places for the dead that the living can visit. They feature dozens or hundreds of large hourglasses that symbolize the trickling away of the life spans of dragons. No matter whether a creature was good, evil, chaotic, lawful, or neutral in life—in death, all creatures' remains are welcome to rest in Chronepsis's care.

Rites
A small ritual part of daily life for worshipers of Chronepsis is to possess and turn over an hourglass at least once a day to remind them of their own lives trickling away. Often, before a follower goes to sleep, she turns over an hourglass and then spends a moment or two contemplating the "empty" glass when she wakes.

Herald and Allies
Chronepsis's herald is a neutral wyrm black dragon (one of a rare breed). His allies include neutral dragons, half-dragons, and draconic creatures of all sorts. Chronepsis generally does not interfere in events, so his envoys are extraordinarily rare. If you are using *Draconomicon*, his herald is a 3rd-level storm drake cleric. His allies include battle dragons and all manner of landwyrms (both found in *Draconomicon*) .

Holy symbol of Chronepsis

FALAZURE
The Night Dragon
Lesser Deity
Symbol: Draconic skull
Home Plane: Hades
Alignment: Neutral evil
Portfolio: Decay, undeath, exhaustion
Worshipers: Evil dragons, necromancers, undead
Cleric Alignments: N, LE, NE, CE
Domains: Death, Dragon*, Evil [Darkness, Undeath]
Favored Weapon: Scimitar (claw)

The terrifying Night Dragon, Falazure, is the lord of energy draining, undeath, decay, and exhaustion. Some claim he has a decaying skeletal form; others believe that he looks like a superannuated black dragon whose flesh is pulled tight over his bones.

Dogma
Falazure teaches that even a dragon's long life span need not be the limit to a dragon's existence. Beyond the world of the living is another realm, one of undeath eternal. It is generally accepted that Falazure created (or had a hand in creating) the first undead dragons, such as dracoliches, vampiric dragons, and ghostly dragons (see Chapter 4 of *Draconomicon* for descriptions of these creatures).

Clergy
Among the draconic gods, perhaps only Bahamut and Tiamat have more nondragon worshipers than Falazure.

Illus. by W. England

Many necromancers of all races revere the Night Dragon, as well as intelligent undead such as liches and especially dracoliches.

The followers of Falazure count all good-aligned faiths as their enemies. They occasionally ally with the forces of Nerull, but such instances are rare.

Quests

Falazure's quests revolve around the transformation from a living creature to undead status. Sometimes a follower is sent to aid another dragonblood's transformation, but more often a quest involves the follower's own change to an undead creature.

Prayers

Devout worshipers of Falazure pray every evening and midnight to honor the Night Dragon. Their prayers celebrate death and decay. For example, "When night comes, let me wake from the sleep," or "Let me die and be reborn in undeath."

Temples

Temples to Falazure are always deep beneath the earth, cloaked in darkness and far from the sun and fresh air of the surface world.

Holy symbol of Falazure

Rites

The rites of Falazure focus on the undead. The ceremonies involve either raising up undead minions or working toward transforming oneself into a powerful undead.

Herald and Allies

The most common herald Falazure uses is a 16th-level half-black dragon necromancer. His allies include dragons, half-dragons, and draconic creatures, usually skillful clerics or necromancers. If you are using *Draconomicon*, his herald is a vampiric black dragon. His allies include undead dragons of all sorts such as ghostly dragons, skeletal dragons, and zombie dragons (see *Draconomicon*).

GARYX

Firelord, All-Destroyer, Cleanser of Worlds
Lesser Deity
Symbol: Reptilian eye superimposed over a flame
Home Plane: Pandemonium
Alignment: Chaotic evil
Portfolio: Fire, destruction, renewal
Worshipers: Dragons, sorcerers, warlords, some druids
Cleric Alignments: CG, CN, NE, CE
Domains: Chaos, Destruction, Dragon*, Evil, Fire [Renewal]
Favored Weapon: Sickle (claw)

Holy symbol of Garyx

Garyx the All-Destroyer symbolizes the sheer power and destructive force of dragonkind. Some argue that Garyx is actually insane, as a result of his long residence on the Windswept Depths of Pandemonium. He appears much like a great wyrm red dragon.

Dogma

Garyx teaches by example, periodically traveling to the Material Plane to wreak unholy swaths of destruction across the landscape. Those who revere follow the example, using their power to bring ruin and devastation.

Clergy

Garyx pays little or no attention to his clerics and worshipers, but they do not care. They believe that he grants them the power to perform acts of destruction, and that is enough. Perhaps curiously, some druids also revere the renewal aspect of Garyx, knowing that some devastation is always necessary for rejuvenation.

Garyx shares traits in common with Kord and Erythnul, but has no interest in alliances.

Quests

Wars, battles, and campaigns of destruction are common quests for worshipers of Garyx.

Prayers

When lighting a fire, a worshiper of Garyx murmurs a benison such as "Grant me the power to destroy."

Temples

Few temples to Garyx have been found, though his worshipers often carve his symbol near their handiwork.

Rites

Garyx's clerics conduct a variety of rites connected to the seasons. At the winter solstice, they celebrate All-Consuming Night, when they keep a large bonfire lit and followers bring a variety of flammable items to be destroyed. At the spring equinox, they hold a Sanctification of Renewal in which the ashes at the site of the All-Consuming Night bonfire are sifted and examined. Any useful remains are taken to be reused. For instance, bits of metal are taken to be reforged into swords, armor, or other useful tools of destruction. Any seedlings that might have taken root in the area are nurtured.

Herald and Allies

The herald Garyx sends most often is a mature adult red dragon. His allies include chaotic dragonblood creatures of all kinds and fire elementals of all sizes.

Illus. by W. England

HLAL

The Jester, The Keeper of Tales
Lesser Deity
Symbol: An open book
Home Plane: Arborea
Alignment: Chaotic good
Portfolio: Humor, storytelling, inspiration
Worshipers: Dragons, bards, performers
Cleric Alignments: NG, CG, CN
Domains: Chaos, Dragon*, Good, Trickery [Rune]
Favored Weapon: Short sword (claw)

Hlal is a sleek, copper-colored dragon with a ready grin and a happy glint in her eye. Of all the dragon gods, she is the most friendly to nondragons.

Dogma

Hlal enjoys sharing stories and songs with those who appreciate such things, regardless of the listener's race or background. She has little use for tyrants—even well-meaning ones—and even less patience for cruelty or bullying. She teaches that one must be free of restraint, whether real or psychological, in order to freely express one's opinions.

Clergy

Hlal's clerics are often cleric/bards who use music, poetry, and tall tales to spread the faith. Places of worship to Hlal are usually simple shrines, which can be packed up and moved to the next town or dragon's lair at a moment's notice.

The followers of Hlal have much in common with those of Olidammara, and many characters pay homage to both deities simultaneously. Both Hextor and Vecna are among Hlal's chief enemies.

Quests

Whatever Hlal sends a follower to do is worthy of being memorialized in story or song. Quests undertaken for Hlal often involve mistaken identity, impersonation, and merry resolution. They always feature ample measures of audacity, bravery, trickery, and humor.

Prayers

Prayers to Hlal center around stories and humor. They usually involve relating one of the many tales about Hlal and the heroic acts of her worshipers.

Temples

Established temples to Hlal are only found in the largest of cities. They serve as much as performance or concert halls as they do places of veneration, because entertainment and worship are inextricably linked for the devout of Hlal. Even in the smallest of thorps, though, often a theatre, tavern, or other place of performance includes a small holy symbol of Hlal, reminding the performers that their actions honor that deity.

Holy symbol of Hlal

Rites

Her worshipers say that Hlal presides over the first performance of a new entertainment piece by one of her followers. An eager performer, conductor, or playwright often dedicates this initial presentation to Hlal's glory (if serious) or for Hlal's amusement (if comic).

Herald and Allies

Hlal's herald is a very old copper dragon. Her allies include dragons, bards, and spellscales.

IO

The Concordant Dragon, the Great Eternal Wheel, Swallower of Shades, the Ninefold Dragon, Creator of Dragonkind
Intermediate Deity
Symbol: A multicolored metallic disk
Home Plane: Outlands
Alignment: Neutral
Portfolio: Dragonkind, balance, peace
Worshipers: Dragons
Cleric Alignments: LG, NG, CG, LN, N, CN, LE, NE, CE
Domains: Dragon*, Knowledge, Magic, Strength, Travel, Wealth* [Spell]
Favored Weapon: Scimitar (claw)

Io is the Ninefold Dragon, known as such because he embodies all alignments within his outlook. Io is regarded as the creator of dragons, subtly manipulating the destinies of all dragons by operating out in the open where nobody suspects his involvement. Io is concerned solely with the affairs of dragons and dragonkind, interfering in their lives only when he deems it absolutely necessary.

Dogma

Io cares only for his "children" the dragons and their continued existence in the world. In some cases, this means taking the side of the dragons against other races. In other situations, Io might help nondragons fight against a dragon who would otherwise jeopardize the survivability of the race as a whole.

He prefers to remain out of conflicts between dragons, though if such a conflict threatens to escalate, he might step in (either personally or by dispatching Aasterinian or some other servitor).

Clergy

Io has even fewer clerics or shrines than most of the other draconic deities, since his outlook is so broad and all-encompassing. Still, even the most devoted cleric of Bahamut, Tiamat, or another dragon god pays at least a modicum of homage to the Ninefold Dragon. He also

Illus. by W. England

occasionally finds clerics or adepts among the reptilian races, such as lizardfolk and troglodytes.

Io's clerics are few, and they have no established dogma. Each individual has his own way of paying homage to the creator of his kind.

Candidates for Io's clergy embark on an introspective journey to rid themselves of every judgmental impulse that colors their opinion of the world. They do so in the hope of one day perceiving all creatures and events with true objectivity. Many candidates never succeed in this endeavor, even after a lifetime of soul-searching.

Io counts no faiths among his enemies, knowing the value of neutrality in one's outlook. Even those of greatly varying alignment can find common cause under the banner of the Ninefold Dragon.

Holy Symbol of Io

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Quests

Io's followers are tasked with seemingly random quests, such as "Decrease the hoard of [a specific silver dragon] by one-quarter" or "Fortify [a particular green dragon's] influence over its region." Io rarely offers an explanation for his assignments, but expects every follower to trust his impartiality.

Half-dragon followers of Io seek acceptance and inner peace in the god's boundless love for his children. A typical quest involves finding other half-dragons and revealing Io's love to them. Locating or consecrating a shrine to Io—sometimes in hostile territory—is a common mission for clerics of Io. Sometimes a follower must journey to the lair of a wyrm or older true dragon, face the dweller, and return with a piece of long-forgotten lore.

Prayers

Io's prayers have a deep resonating quality that pleasantly reverberates throughout the entire body and invigorates the follower. One often-used supplication is "Io, Swallower of Shades, shine in the face of your servant." Among half-dragons, prayers to Io are more like questions: "Why, though I walk with you, are my steps in darkness?"

Io does not usually answer prayers, though he does listen to them.

Temples

Io has very few temples, as is typical of dragon deities. Small shrines in his honor are erected among some draconic or reptilian peoples. His half-dragon priests are wandering ascetics, some of whom advance to become Singers of Concordance.

A shrine to Io is a simple pillared construction open to the air and covered with a half-dome, the inside of which is usually inlaid with draconic lore. These shrines are always located in wide-open spaces, such as the middle of a desert, the center of a valley, on a featureless plain, or atop a mountain peak.

Rites

The theme of blending is central to observances in Io's honor. He contains the essence of all dragons and shows no favoritism or enmity toward a given alignment or deity. Since half-dragons are themselves blended beings, they make excellent leaders of such rituals. A typical activity might be to mix wine with a drop of blood from each participant, then pass the cup for all to drink.

Io's name is evoked in matters of dragon heritage and history, and when predicting the future of dragons and dragonkind. "Only the discerning eye of Io knows how this will turn out."

Herald and Allies

Io's most impressive herald is Aasterinian, a Huge (mature adult) brass dragon who acts as his messenger but also intervenes in matters of great importance. Io tends to send a herald blooded to the race of the dragonblood recipient. For example, to a half-dragon or a kobold, Io's herald is a half-dragon/half-kobold 9th-level fighter/9th-level sorcerer His allies are celestial or fiendish dragons. Planar dragons (described in Chapter 4 of *Draconomicon*), although not outsiders, can also be called on for assistance at the DM's discretion, using the *dragon ally* spells in *Draconomicon*.

LENDYS

Scale of Justice, the Balancer, Weigher of Lives
Lesser Deity
Symbol: Sword balanced on a needle's point
Home Plane: Mechanus
Alignment: Lawful neutral
Portfolio: Balance, justice
Worshipers: Dragons
Cleric Alignments: LG, LN, N, LE
Domains: Destruction, Dragon*, Law, Protection [Retribution]
Favored Weapon: Longsword (claw)

Unlike Chronepsis, who judges the life of a dragon only after its death, Lendys metes out justice during a dragon's life. His scales are a tarnished silver, some say because he cares more about judging others than tending to himself.

Dogma

Lendys is the arbiter of dragonkind, serving as judge, jury, and executioner alike. When a dragon has committed an injustice against dragonkind, Lendys (or one of his trio of great wyrm silver dragons) is dispatched to deal out appropriate justice. Punishments are severe, and appeals unheard of.

Clergy

The clerics and paladins of Lendys are justice-bringers, often serving as arbiters in local communities. In some

cases, towns even rely on the local draconic worshiper of Lendys to parcel out justice.

Clerics of Lendys get along well with worshipers of St. Cuthbert, and poorly with those who follow chaotic deities such as Kord, Olidammara, or Erythnul.

Quests

Lendys primarily assigns his followers to quests involving meting out punishment to a dragon who has harmed dragonkind.

Prayers

Prayers to Lendys focus on judgment. They are recited in solemn tones.

Temples

Temples to Lendys are few. More often, a simple shrine, perhaps marked only by the god's symbol, is set up in a courtroom or other justice-dispensing place.

Rites

For followers of Lendys, any trial is a holy rite. The duty of weighing evidence and rendering judgment is taken very seriously. Although Lendys focuses his judgment exclusively on dragons, worshipers usually generalize any act of justice as an honor entrusted to them by their god.

Holy symbol of Lendys

Herald and Allies

Lendys uses a contingent of four marut inevitables as his herald. Acting in perfect unison, the construct performs the task the deity set them. His allies include silver dragons, inevitables, and draconic formians. If you use *Draconomicon*, the golems in that book make suitable allies.

TAMARA

Her Beneficence, Her Mercy
Lesser Deity
Symbol: Seven-pointed star on a field of black
Home Plane: Elysium
Alignment: Neutral good
Portfolio: Life, light, mercy
Worshipers: Good dragons, healers, those who desire mercy
Cleric Alignments: LG, NG, CG, N
Domains: Dragon*, Good, Healing, Strength, Sun [Family]
Favored Weapon: Scimitar (claw)

Tamara is the kindest and most benevolent of the draconic deities. Some mistake this characteristic for weakness, though such beings don't make the same error twice. She appears as a luminously beautiful silver dragon, her eyes shining with the brightness of the sun.

Holy symbol of Tamara

Dogma

Tamara believes in mercy both in life and in death. Not only does she heal the sick and tend the injured, she also delivers a merciful end to those dragons nearing the end of their natural life span. She fiercely detests those who artificially prolong the life of a dragon, particularly when it is against that dragon's will.

Clergy

Tamara's clerics are healers, but also deliverers of death to those who would escape it. They prefer to destroy any undead they encounter, particularly draconic undead (such as dracoliches).

Though theirs is a peaceful and merciful faith, the worshipers of Tamara do not hesitate to stand against evil or tyranny. She counts Pelor among her staunchest friends and Falazure, Hextor, Nerull, and Erythnul among her enemies.

Quests

The most common quest from Tamara is undertaken in opposition to some endeavor of Falazure. Those seeking undeath are corrupting the natural order and must be stopped, so Tamara's quests focus on destroying or thwarting undead creatures, especially undead dragons.

Prayers

Prayers to Tamara have joyous, uplifting cadences and are often melodious paeans to light and life.

Temples

Tamara's temples are not simple places of worship. They tend to be hospitals, infirmaries, or hospices where the sick are welcomed. Severely or terminally ill individuals are cared for with dignity and respect. When a patient dies, his passing is greeted as good news, a merciful escape from the cares of this life.

Rites

Births, returns to life (such as through *raise dead* or *resurrection*), and even final deaths are celebrated. They are opportunities to reflect upon and praise Tamara's generosity, mercy and peace.

Herald and Allies

An old silver dragon is Tamara's primary herald. Her allies include good dragons, half-dragons, and draconic creatures of all sorts.

Illus. by W. England

TIAMAT

The Chromatic Dragon, Creator of Evil Dragonkind
Lesser Deity
Symbol: Five-headed dragon
Home Plane: Baator
Alignment: Lawful evil
Portfolio: Evil dragons, conquest, greed
Worshipers: Evil dragons, conquerors
Cleric Alignments: NE, LE
Domains: Destruction, Dragon*, Evil, Greed*, Law, Trickery [Hatred, Scalykind, Tyranny]
Favored Weapon: Heavy pick (bite)

All evil dragons pay homage to Tiamat; green and blue dragons acknowledge her sovereignty the most readily. Many are proud to call themselves her spawn, able to trace their bloodlines back to their god. Good dragons have a healthy respect for Tiamat, though they try to avoid mentioning or thinking about her.

In her natural form, Tiamat is a thick-bodied dragon with five heads and a wyvern's tail. Each head is a different color: white, black, green, blue, and red. Her massive body is striped in those colors.

Tiamat has many consorts, including great wyrms of the white, black, green, blue, and red varieties.

Holy symbol of Tiamat

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Dogma

Tiamat concerns herself with spreading evil, defeating good, and propagating evil dragons. She enjoys razing the occasional village, city, or country, but only as a diversion from her subtle, world-spanning plots. She is the villain who lurks in the shadows. Her presence is felt but seldom seen.

Tiamat constantly seeks to extend the power and dominion of evil dragons over the land, particularly when her subjects find themselves embroiled in territorial disputes with good dragons. Tiamat also unfailingly demands reverence, homage, and tribute from her ssubjects.

Clergy

Tiamat accepts only evil clerics. Tiamat's clerics, like Tiamat herself, seek to place the world under the domination of evil dragons.

Tiamat claims not to need allies, though most believe she has bargains with many archdevils and lawful evil deities such as Hextor. Her enemies are numerous, including Heironeous, Moradin, and, of course, Bahamut.

Quests

The followers of Tiamat are sent on a variety of quests to further her grand machinations. Some are easily understood, such as aiding one of her spawn against a dragonborn who seeks to destroy it. Others are less obvious and include tasks as varied and hard to understand as burying a specific magic item at a designated place.

Prayers

Tiamat urges her evil dragonblood followers to go forth and populate the world, fill it with her spawn, and either destroy or enslave all others. Prayers to Tiamat focus on the goal of world domination.

Temples

Though most evil dragons honor Tiamat, few keep shrines dedicated to her in their lairs because they don't want Tiamat's greedy eyes gazing at their treasure hoards. Instead, they dedicate vast, gloomy caverns to their deity and keep them stocked with treasure and sacrifices.

Rites

To commemorate a victory such as destroying a town, repulsing a thief seeking to pilfer from one's hoard, or gaining a great treasure, the followers of Tiamat celebrate by indulging in great wickedness, including torturing prisoners or even fighting one another to prove their supremacy.

Herald and Allies

Tiamat's herald is an old red dragon. Her allies include evil dragons, baatezu, and evil draconic creatures of all sorts.

ABOUT THE DESIGNERS

GWENDOLYN F.M. KESTREL works for Wizards of the Coast, Inc. as a game designer. Her previous design credits include *Races of Eberron, Planar Handbook,* and *Monster Manual III.* Gwendolyn lives in Washington State with her husband, game developer Andy Collins.

JENNIFER CLARKE WILKES works for Wizards of the Coast, Inc. as an editor for *Dungeons & Dragons® Miniatures* and *Star Wars Miniatures.* Her previous design credits include *Savage Species* and *Sandstorm.*

KOLJA RAVEN LIQUETTE, a relative newcomer to professional game writing, is best known for creating *The Waking Lands* web site. In addition to being a coauthor of *Weapons of Legacy,* he has also contributed articles to *Dragon Magazine.* Kolja is grateful to his wife Barbara, who keeps him from being an undernourished freelancer.

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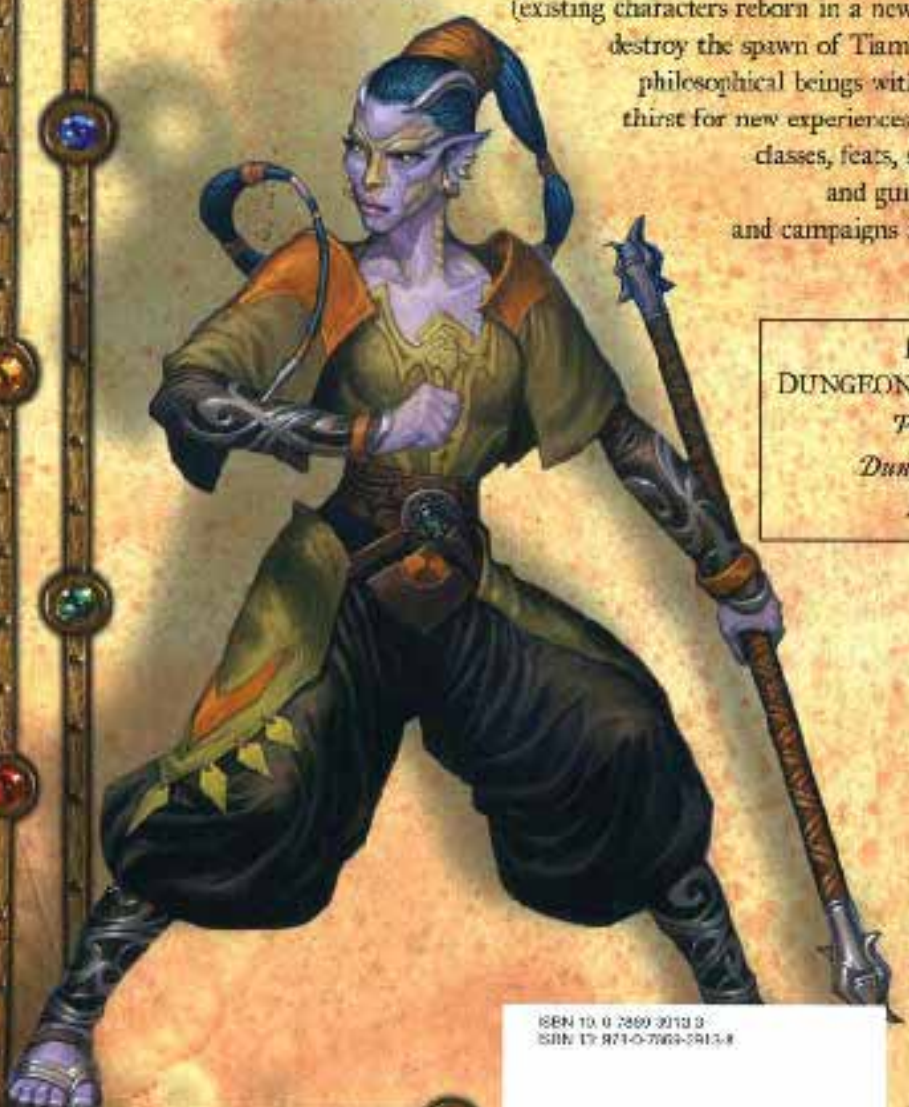

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Kobolds: Of Traps and Perfection

Races of the Dragon Web Enhancement
By Kolja Raven Liquette and Jason H. Haley

The following web enhancement adds to material found in *Races of the Dragon* -- highlighting more features for the kobolds. Kobold traps, originally scheduled to appear in this sourcebook, are now offered here to help stock your kobold infested (or infused) dungeons. The kobold paragon is a new racial paragon class option, designed to make the most out of playing a character strictly kobold in nature. For more information on racial paragons, refer to page 32 of *Unearthed Arcana*:

"In most D&D campaigns, the ideas of class and race are separate concepts. But with racial paragon classes, the line between the two becomes blurred. Racial paragons are, as their name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. While any elf might rise in power, prestige, and (in D&D terms) level, most do so by gaining levels in the character classes described in the *Player's Handbook* -- only a few are so much in tune with their heritage and racial abilities that they become racial paragons."

Kobold Traps (CR 1 to CR 10)

Trapmaking is an obsession for kobolds, who regard their racial craft as an art form. Kobolds realized long ago that for every trap installed around their lair, another kobold life is spared... or more importantly, kept out of melee combat. Consequently, a dedicated and proven trapsmith is the closest equivalent that kobolds come to a celebrity in their society. For this reason, all kobolds aspire to protect their homes with especially devious traps, wanting to be respected as a trapsmith on some level. It is not uncommon to find entire kobold communities participating in the construction of a particularly complicated trap (not unlike a barn raising). Protecting the tribal lair from invaders, and gnomes in particular, is the highest priority of kobold lairs.

Below are ten kobold traps, one for each Challenge Rating from 1 to 10. Most of these traps still have default Search saves, Disable Device saves, Reflex saves, attack bonuses, and damage bonuses (except for the bated fusillade trap). Raising or lowering these values is left for individual trapmakers to modify as they see fit (see the rules for "Designing a Trap" on page 74 of *Dungeon Master's Guide*).

Two of the mechanical traps (below) incorporate a new miscellaneous feature developed by kobold trapsmiths: tracking.

Tracking: Traps with this feature adjust to follow a target that activates their trigger and continues to apply its effect. Such traps usually incorporate the automatic reset type. Traps with the multiple target feature adjust to follow the target area that their trigger indicates is the most occupied. Equally occupied target areas are chosen at random. This feature adds a +1 CR modifier to mechanical traps.

CR 1: Choke Point Trap

Kobolds strategically design choke points traps into the tunnels of their lairs to slow down pursuers and trap would-be invaders in dead-end rooms (where other traps are usually located). If you have 5 or more ranks of Knowledge (architecture and engineering) you gain a +2 bonus on Disable Device and Search checks with regards to this trap.

Choke Point Trap: CR 1 mechanical; location trigger; automatic reset; Escape Artist DC 15 (see note); Search DC 20; Disable Device DC 20. Market Price: 1,500 gp.

Note: 5 ft. of tunnel is narrow and low* for Medium creatures (2 1/2 ft. high by 2 1/2 ft. wide) but narrow* for kobolds. Reverse direction is an awkward space* for Medium creatures (Escape Artist DC 15) but narrow and low* for kobolds.

* See page 55 of *Dungeon Master's Guide II*.

CR 2: Automatic Phalanx

Kobolds design automatic phalanxes into the floors and walls of their lairs, set to activate when a creature of 50 pounds of more passes over the trigger area. Kobolds will flee from an invading enemy and lure them towards these traps. Magical versions of this trap might be proximity activated, using a detect good spell to sense targets.

Automatic Phalanx: CR 2; mechanical; location trigger; automatic reset; Atk +10 melee (1d8/x3, 1d4 spears); Search DC 20; Disable Device DC 20. Market Price: 3,000 gp.

Note: Charging or running over location trigger doubles damage.

CR 3: Topsy-Turvy Bridge

Kobolds will sometimes construct a few stable rope bridges over existing chasms, hoping to foster a false sense of security, and then one topsy-turvy bridge when least expected. These 5-feet wide bridges flip over when a creature of 50 pounds of more passes over the trigger area.

Topsy-Turvy Bridge: CR 3; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 40-ft. deep (4d6, fall); multiple targets (all targets within 10 ft. of target); Search DC 20; Disable Device DC 20. Market Price: 4,500 gp.

Note: Trap activates on the middle 5-ft. square of bridge.

CR 4: High and Low Trap

The high and low trap is a perfect example of how kobolds try to induce panic in their targets. When a trap deals damage on two fronts simultaneously, most targets cannot think calmly enough to weigh their options, and run blindly from both dangers instead. High and low traps are excellent tools for corralling adventurers in particular directions.

High and Low Trap: CR 4; mechanical; automatic reset; proximity trigger; multiple traps (arrow fusillade and fixed caltrops); arrow fusillade (Atk +10 ranged [1d6/x3, shortbow arrow]; tracking; multiple targets [1d4 arrows at each target in a 10-ft.-by-10-ft. area]; Search 20; Disable Device DC 20), fixed caltrops (special bypass [half Speed]; multiple targets [1 caltrop attack per 5-ft square]; Search 20; Disable Device 20). Market Price: 10,500 gp.

Note: Using Dexterity to avoid arrow fusillade prompts caltrop attack.

CR 5: Trap Door Locust Swarm

Nothing pleases a kobold more than putting insects into a trap from which the target cannot easily escape. For the purposes of this trap, locust swarm is considered a 3rd-level spell, based on the 2nd-level summon swarm spell, but summons a locust swarm instead. As an upgrade, a centipede swarm would be considered a 4th-level spell.*

* See page 239 of *Dungeon Master's Guide*.

Trap Door Locust Swarm: CR 5; mechanical and magical device; location trigger; automatic reset; multiple traps (trap door and locust swarm); trap door (DC

20 Reflex save avoids; 20-ft. deep [2d6, fall]; Search DC 20; Disable Device DC 20), spell effect (locust swarm, 6th level sorcerer; Search DC 28; Disable Device DC 28). Market Price/Cost: 12,000 gp, 720 XP.

Note: This trap is really a CR 2 pit trap and a CR 4 locust swarm trap. These effects are dependant on each other. The trap door swings shut after being triggered, creating natural darkness. The locust swarm lasts until defeated or the spell effect is disabled.

CR 6: *Hold Person* Hidden Catapult

A favorite among kobolds, hold person hidden catapults are sometimes attended by nearby kobolds hoping to watch hapless adventurers spring this trap. More dramatic versions of this trap are constructed for multiple targets. They activate when a creature of 50 pounds of more passes over the trigger area.

***Hold Person* Hidden Catapult:** CR 6; magical and mechanical device; location trigger; automatic reset; multiple traps (*hold person* and hidden catapult); spell effect (hold person, 3rd level cleric, DC 13 Will save negates; Search DC 27; Disable Device DC 27), hidden catapult (DC 20 Reflex save avoids; target hurled 50-ft against stone wall [5d6, bludgeoning] and 50-ft. high [5d6, fall]; Search DC 20; Disable Device DC 20); Market Price/Cost: 10,500 gp, 240 XP.

Note: This trap is really a CR 3 *hold person* trap and a CR 5 hidden catapult trap. These effects are complimentary to each other. Targets automatically fail the Reflex save if the Will save was failed. Subtract 1d6 from bludgeoning damage and 10-ft. from fall damage for every extra 200 lbs. of target weight above 200 lbs..

CR 7: Collapsing Edge Mining Shaft

Collapsing edges are installed overlooking chasms, pits, and precipices. A collapsing edge above flowing lava is always popular. Despite needing regular maintenance, collapsing edges are unsuspicious enough to be routinely successful. They are designed to activate when creatures of 50 pounds of more pass over the trigger area.

Collapsing Edge Mining Shaft (15 ft. x 15 ft.): CR 7; mechanical; location trigger; repair reset; multiple traps (two collapsing edge traps); DC 20 Reflex save avoids; 60-ft. deep (6d6, fall); sharp rocks (Atk +10 melee, 1d4 sharp rocks per target for 1d4+6 each); multiple targets (first target in each of three adjacent 5-ft. squares); Search DC 20; Disable Device DC 20. Market Price: 8,000 gp.

Note: This trap is really two CR 5 collapsing edge traps that use the same mining shaft. There is one collapsing edge trap on the far and near side of the mining shaft. Standing on either edge of the shaft activates the trap. Characters who perform a running Jump across the mining shaft automatically fail their Reflex save if they leap from either edge.

CR 8: Blown Away Trap

A work of art like the blown away trap is usually reserved for safeguarding the most coveted locations in a kobold lair, like a temple of Kurtulmak where valuable magical treasures are hidden. The attack and damage values of the floor spikes will almost certainly be upgraded.

Blown Away Trap: CR 8; mechanical and magical devices; automatic reset; proximity trigger (alarm); multiple traps (*mass reduce person*, *gust of wind*, and extending floor spikes); spell effect (*mass reduce person*, 8th level sorcerer, DC 16 Fortitude negates; multiple targets [up to 8 humanoid targets]; Search DC 29; Disable Device DC 29), spell effect (*gust of wind*, 4th level sorcerer, DC 13, Fortitude negates; Tiny targets blown back 1d4 x 10 feet, 1d4 non-lethal damage per 10 feet; multiple targets [12 squares in a line]; Search DC 27; Disable Device DC 27), extending floor spikes (multiple targets [all targets blown prone in 60 ft. line]; Atk +10 melee, 1d4 spikes per target for 1d4 each; Search 20; Disable Device 20). Cost/Market Price: 27,500 gp. Special: 1,600 XP.

Note: This trap is really a CR 5 *mass reduce person* trap, a CR 3 *gust of wind* trap, and a CR 6 extending floor spikes trap. These effects are dependent on each other. Medium targets reduced to Small size are knocked prone by gust of wind onto extending floor

spikes. Small targets (gnomes in particular) reduced to Tiny size are knocked prone onto extending floor spikes and blown 1d4 x 10 feet back, taking additional floor spike damage per 5 feet. The gust of wind continues blowing until there are no targets in the trigger area, at which point the trap resets. The blown away trap works best in narrow hallways.

CR 9: Pinning Water Cage

Pinning water cages are one of the most callous kobold traps. They waste no time with onset delay features, quickly immobilizing targets underwater. These cages are usually incorporated into subterranean rivers that kobold mining crews redirect from underground springs, making them deep enough to fully submerge the cage.

Pinning Water Cage: CR 9; mechanical device; proximity trigger; manual reset; metal cage (Atk +10 melee touch), cage spears (Atk +10 melee, 1d8/x3, spears); multiple targets (1d4 spears at each target within a 10-ft.-by-10-ft. area; targets damaged by spears are pinned inside cage and must make a Strength check against DC 10 + 2 per additional damage-dealing spear to break free); liquid; Search DC 20; Disable Device DC 20. Market Price: 36,000 gp.

Note: In addition to being pinned, targets must break through cage bars to escape. A DC 24 Strength check is needed to bend iron bars.

CR 10: Bated Fusillade Trap

The bated trap (in this case a fusillade) is a guilty pleasure among kobold trapsmiths who enjoy outsmarting rogues rather than simply killing them. Bated traps were designed by trapmakers more accustomed to dealing with intelligent prey. Generally speaking, the poison is the most lethal part of such traps.

Bated Fusillade Trap: CR 10; mechanical; touch trigger/proximity trigger (disabling activates proximity trigger); automatic reset; Atk +10 ranged (1d8/19-20, light crossbow bolt); tracking; multiple targets (1d4 bolts at each target in a 10-ft.-by-10-ft. area); poison (deathblade poison, DC 20, Fortitude save resists, 1d6 Con/2d6 Con); Search 10/30; Disable Device DC 20. Market Price: 76,000 gp.

Note: A Search check (DC 10) finds the trap. A successful Disable Device check triggers the trap. A Search check (DC 30) of the trap reveals its true nature which can then be disabled.

Bonus Kobold Trap

Races of the Dragon introduced a new kobold-created alchemical device called a ditherbomb, which is made in three intensities; weak, strong, and wyrm. Adding ditherbombs to a trap increases the CR modifier by +1, +2, and +3 respectively.

Kobolds know how to manipulate gnomish curiosity with ditherbomb disguises, juxtaposing valuable items with worthless junk, in this instance a well-polished sword in the hands of a skeleton. Removing the weapon causes a ditherbomb to dislodge from the ribcage and detonate. Kobolds often invest in making these traps harder to find.

Ditherbomb Disguise: CR 1/2/3 mechanical; touch trigger; no reset; alchemical device (weak/strong/wyrm ditherbomb, 1d6/1d4 x 1d6/1d6 x 1d8, DC 10/12/15 Reflex half damage); multiple targets (all targets within a 5 ft./10 ft./15 ft. radius); Search DC 20; Disable Device DC 20. Market Price: 600 gp/1,300 gp/2,500 gp.

Note: Removing the well-polished sword from skeleton activates trap.

Kobold Paragon

Kobolds are reptilian humanoids that embrace hard work as the inescapable standard of their daily lives. They exist to facilitate the mining operations that inevitably sustain their lair without devoting a thought to personal ambition or desire. Workers that challenge this time-honored fate rebel by excelling in all aspects of kobold life rather than simply specializing in one profession. These are the kobold paragons of a tribe, willfully motivated athletes of productivity.

Adventures: Kobold paragons are not unlike dragons in their pursuit of treasure. Kobold paragons are a little more discerning, however, in that they value singular items of power more than hordes of gold. They will even travel farther away from their lair than most other kobolds, seeking magical jewelry above all else. As natural sorcerers, kobold paragons are more than equipped to handle monstrous encounters, shoring up their physical weaknesses with arcane might.

Characteristics: Kobold paragons are equal part creative intuition and draconic ferocity. When kobold paragons spearhead a plan, they do so with remarkable forethought, whether designing a trap, laying out a mine, or looking for the weaknesses of a hated opponent. When there is no time to prepare for a fight, kobold paragons unleash the draconic side of their personality, a primitive impulse that is forever clawing to the surface, eager to taste the blood of their enemies.

Alignment: Kobold paragons are constantly trying to rise above their tribal instincts of loyalty. They are not trying to abandon their roots, but to make decisions as individuals (a foreign concept in kobold culture). While kobolds are normally lawful evil, kobold paragons are not bound by this cultural disposition. Despite their best efforts, even good-aligned kobold paragons cannot stop themselves from devising painfully sadistic traps in their spare time.

Religion: Kobold paragons generally rationalize their actions in the name of Kurtulmak, who suffered greatly at the hands of Garl Glittergold, or embrace Io, who follows a more open-minded and less racially charged path. With Kurtulmak, kobold paragons are polarized against every other race. With Io, kobolds seek objectivity as an ideal, allowing them to socialize more with other races. A kobold paragon can also express their piety through devoted service to their lair.

Background: A kobold paragon attains their position by excelling in every field of kobold expertise. Where most lair-bound kobolds are directed into one profession, kobold paragons must become equally skilled at sorcery, trapfinding, and trapmaking. This kind of behavior is usually discouraged, as tribal leaders prefer the kobolds of their lair to be obedient, specialized workers. A kobold paragon must therefore work four times as hard to attain their distinction.

Races: Kobolds despise gnomes, distrust dwarves and fey, and generally hold every other race in contempt. Kobold paragons are different in that they can suspend their racial antipathy to gather information about enemies, rather than automatically attacking their foes. Feeling isolated in the world, kobolds are outwardly defensive towards other creatures. These feelings can diminish as kobold paragons spend more time with other humanoids.

Other Classes: Kobold paragons relate to rogues and sorcerers more readily than any other classes, as they share the most in common with their trapmaking and spellcasting abilities. Kobold paragons tend to be more alert and productive around clerics, being accustomed to such figures in positions of leadership. Kobold paragons regard the melee classes with due respect because they usually lack the strength to become effective fighters.

GAME RULE INFORMATION

Kobold paragons have the following game statistics.

Abilities: Charisma determines the effectiveness of a kobold paragon's spellcasting ability and is useful when attempting deceptions and collecting information. Dexterity is always an asset to kobold paragons, increasing their accuracy when making ranged attacks and aiding them in melee combat (after taking the Weapon Finesse feat). Constitution makes kobold paragons better able to withstand the physical dangers of adventuring.

Alignment: Any, although predominantly lawful and evil.

CLASS FEATURES

The following are class features of the kobold paragon class.

Weapon and Armor Proficiency: The kobold paragon is proficient with all simple weapons, plus the heavy pick and light pick. Kobold paragons are also proficient with light armor. Kobold paragons treat the dire pick (see *Complete Warrior*, p.157) as a martial weapon that can be wielded two-handed as a simple weapon.

Manual Expertise (Ex): A kobold paragon may add his class level as a racial bonus on Craft (trapmaking), Profession (mining), and Search checks.

Tunnel Defense (Ex): At 1st level, a kobold paragon uses confined spaces to their advantage in melee combat. A kobold paragon is treated as a Medium opponent when using or resisting any special attack (for example, bull rush, disarm, grapple) but only when fighting in a location no wider than their combat space (5 ft. wide). In addition, a kobold paragon retains their Dexterity bonus to AC even if caught flat-footed or struck by an invisible attacker in these confined conditions.

If a kobold paragon has uncanny dodge from a different class, the character automatically gains the benefits of improved uncanny dodge, but only when fighting in confined conditions (as above).

Improved Darkvision (Ex): At 2nd level, a kobold paragon's darkvision range increases by 30 feet.

No Light Sensitivity: At 2nd level, a kobold paragon loses their race's light sensitivity.

Spells Per Day: At 2nd and 3rd-level, a kobold paragon gains new spells per day and spells known as if the character had also gained a level in sorcerer. The kobold paragon does not, however, gain any other benefit a character of that class would have gained (familiar abilities, and so on). This essentially means that the character adds the level of kobold paragon to their level in sorcerer, then determines spells per day, spells known, and caster level accordingly. If a kobold paragon has no levels in sorcerer, this class feature has no effect.

Ability Boost (Ex): At 3rd level, a kobold paragon's Charisma score increases by 2 points.

Table: The Kobold Paragon **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1	+0	+0	+2	+2	Manual expertise, tunnel defense	-
2	+1	+0	+3	+3	Improved darkvision (+30 ft.), no light sensitivity	+1 sorcerer level
3	+2	+1	+3	+3	Ability boost (Cha +2)	+1 sorcerer level

Class Skills (4 + Int modifier): Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), and Swim (Str).

SAMPLE ENCOUNTER

Patrakis grew up in a kobold tribe as the son of the kobold chieftain. His family is well-known for the long lineage of heroes. The tribe pays regular tribute to an old red dragon, who somehow learnt of his sorcerous potential and summoned him. After spending a week with the dragon, his sorcery was unleashed. Now he seeks to protect his tribe from adventurers.

Patrakis **CR 11**

Male kobold sorcerer 8/kobold paragon 3
LE Small Humanoid (dragonblood, reptilian)
Init +4; **Senses** darkvision 90 ft.; Listen +5, Spot +5
Languages Common, Draconic, empathic link

AC 19, touch 14, flat-footed 18
hp 52 (11 HD)
Fort +5, **Ref** +9, **Will** +8

Speed 30 ft. (6 squares)
Melee +1 heavy pick +7/+2 melee (1d4/x4)
Base Atk +6; **Grp** +1
Combat Gear dust of disappearance, potion of cure serious wounds
Sorcerer Spells Known (CL 10th):
5th (4/day) - cone of cold (DC 20)
4th (6/day) - greater invisibility, ice storm
3rd (7/day) - dispel magic, fireball, fly
2nd (7/day) - blur, mirror image, see invisibility, scorching ray (+11 ranged touch)
1st (8/day) - burning hands (DC 16), mage armor (already cast), magic missile, ray of enfeeblement (DC 16), shield
0 (6/day) - acid splash, dancing lights, detect magic, detect poison, flare (DC 15), ghost sound, mage hand, ray of frost, read magic

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Ablities Str 8, Dex 18, Con 14, Int 10, Wis 8, Cha 20
SQ familiar, manual expertise +3, share spells, tunnel defense
Feats Accelerate Metamagic (Quicken Spell), Alertness[B] (if familiar within 5 ft.), Combat Casting, Practical Metamagic (Quicken Spell), Quicken Spell
Skills Bluff +6, Concentration +16, Craft (trapmaking) +6, Hide +11, Knowledge (arcana) +1, Listen +5, Profession (mining) +4, Search +5, Spellcraft +8, Spot +5
Possessions combat gear plus +1 heavy pick, ring of protection +1, cloak of charisma +2, gloves of dexterity +2, amulet of health +2, masterwork artisan's tools, 30 pp, 87 gp

Tiny Viper Familiar **CR —**

N Tiny magical beast (augmented animal)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Listen +11, Spot +11
Languages empathic link, speak with master

AC 21, touch 15, flat-footed 18
hp 26 (8 HD)
Resist improved evasion
Fort +3, **Ref** +8, **Will** +10

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.
Melee bite +11 (1 plus poison)
Space 2 ½ ft.; **Reach** 0 ft.
Base Atk +6; **Grp** +1

Ablities Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2
SQ can always take 10 on Climb and Swim checks
Feats Improved Initiative, Weapon Finesse[B]
Skills Balance +12, Climb +12, Concentration +14, Hide +18, Listen +11, Spellcraft +7, Spot +11, Swim +5

Poison (Ex) DC 10 Fort negates, initial and secondary 1d6 Con.

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